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Subject: Re: ion storm effect function

Posted by [reborn](#) on Wed, 02 Jan 2008 05:18:02 GMT

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If a player is near the explosion then yes, they will receive some damage. The explosions do not just happen at the same position as the buildings, I just use the building positions so that it can be used dynamically for any map without having to hard code it for all them.

I'm not sure is there is a bolt like animation that lasts for a second :-/

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