

---

Subject: Re: Weapon special effects help associated with RxD Pimp guns

Posted by [ErroR](#) on Thu, 17 Apr 2008 12:30:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

all is done in level edit and photoshop (and maybe a little gmax)... in level edit you can edit damage, firerate and so on. Textures are made using photoshop. Explosions are made in gmax or just reskined

---