Subject: Re: Emitters and Infantry Posted by jlhill17 on Tue, 06 Dec 2011 18:05:57 GMT View Forum Message <> Reply to Message

Either way, though I don't know how to make custom scripts. Can a smoke emitter, for example, be added to the model like one can be added to a vehicle? Also, are there any existing scripts in scripts 4.0 that do this?

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