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Subject: Explosion Effects...

Posted by [Slash0x](#) on Sat, 29 May 2004 05:01:49 GMT

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Sn1per XLI think ya should just open one of the explosions in W3d viewer and check out the settings. Here is the names of some... e\_explode1.w3d e\_explode2.w3d  
just open those and study the settings it uses and remember to get the material (e\_master.dds)

KK, I'll look into that I guess.

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