
Subject: Ice flame

Posted by [JeepRubi](#) on Wed, 04 Jan 2006 01:58:30 GMT

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

Ive been trying out skin editing again, then i figured out how to make emitters. I ended up changing everything related to the nod flame weapons into ice weapons. Heres some screenshots.

And the file.

File Attachments

1) [Ice Flame.jpg](#), downloaded 823 times



Subject: Re: Ice flame

Posted by [Goztow](#) on Wed, 04 Jan 2006 09:13:16 GMT

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

That's actually pretty original, nice work! It looks good too...

Subject: Re: Ice flame

Posted by [light](#) on Wed, 04 Jan 2006 09:38:01 GMT

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

I'll grab a copy later, it looks quite cool.

(Does the file include the blue flame tank and flamethrower, or is it just the ice effect?)

Subject: Re: Ice flame

Posted by [bisen11](#) on Wed, 04 Jan 2006 13:38:35 GMT

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

Sounds like an oxy moron... But it does look cool.

Subject: Re: Ice flame

Posted by [JeepRubi](#) on Wed, 04 Jan 2006 14:39:05 GMT

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

It includes the flame tank and flame thrower effects, the skins, the ice marks, and the burning mist ice effect. (as seen in the tree.)

Subject: Re: Ice flame

Posted by [WNxCABAL](#) on Wed, 04 Jan 2006 14:47:41 GMT

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

Thats pretty cool

I wish you had made & released it sooner, I could of added it to Snowfight 2005

Subject: Re: Ice flame

Posted by [bisen11](#) on Wed, 04 Jan 2006 15:22:15 GMT

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

WNxCABAL wrote on Wed, 04 January 2006 09:47Thats pretty cool

I wish you had made & released it sooner, I could of added it to Snowfight 2005

That was glitchy when i played it with a freind. He was host. It was as if the game was always registering my character as facing north (not sure which exact direction it was) even when he was facing south. So if i did face south and go forwards it would lag me backwards.

Subject: Re: Ice flame

Posted by [JeepRubi](#) on Wed, 04 Jan 2006 15:28:52 GMT

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

WNxCABAL wrote on Wed, 04 January 2006 08:47Thats pretty cool

I wish you had made & released it sooner, I could of added it to Snowfight 2005

I just had the idea for it at about 3 yesterday afternoon and it took me about 4 hours on and off to make.

Just so evry one knows i am updating the pt icons for another release.

Subject: Re: Ice flame

Posted by [JeepRubi](#) on Wed, 04 Jan 2006 16:18:23 GMT

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

The final version, now has the PT icons and still contains everything else.

[http://files.filefront.com/Flame_Icezip/4563958;/fileinfo.html]Ice Flame[/url]

Subject: Re: Ice flame

Posted by [Oblivion165](#) on Wed, 04 Jan 2006 16:41:38 GMT

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

I like it, but i dont see how you guys think this is original. There must be 50 topics for the blue emitters.

Subject: Re: Ice flame

Posted by [idebo](#) on Wed, 04 Jan 2006 16:47:38 GMT

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

The flames are elite.

Subject: Re: Ice flame

Posted by [JeepRubi](#) on Wed, 04 Jan 2006 17:01:47 GMT

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

sorry but this is not my final version i still have a few things i want to do.

Subject: Re: Ice flame

Posted by [JeepRubi](#) on Wed, 04 Jan 2006 17:40:52 GMT

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

Ok this is the FINAL version.

Ice Flame

Subject: Re: Ice flame

Posted by [idebo](#) on Wed, 04 Jan 2006 18:02:58 GMT

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

The flames are not RG verified. Those where the only ones I wanted to use...

Subject: Re: Ice flame

Posted by [JeepRubi](#) on Wed, 04 Jan 2006 18:44:41 GMT

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

If someone could verify them for me however that might be that would be great. I dont have that much time on my hand at the moment.

Subject: Re: Ice flame

Posted by [EA-DamageEverything](#) on Thu, 05 Jan 2006 19:55:30 GMT

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

So you changed the Flame. I have 2 questions about this. I've DLed it now and will have a look later.

Are the w3d files RG approved?

And what about the Explosion anims? I have had a file (e_master01.dds or similar) which changed the flame too (Tank and Troop), but while using this file I didn't see any Explosions. My flamer had a purple flame and everytime it was blown up it still blew up without any fire animation.

Do your files ONLY change the Flamentanks flames?

Subject: Re: Ice flame

Posted by [JeepRubi](#) on Thu, 05 Jan 2006 22:05:07 GMT

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

EA-DamageEverything wrote on Thu, 05 January 2006 13:55So you changed the Flame. I have 2 questions about this. I've DLed it now and will have a look later.

Are the w3d files RG approved?

And what about the Explosion anims? I have had a file (e_master01.dds or similar) which changed the flame too (Tank and Troop), but while using this file I didn't see any Explosions. My flamer had a purple flame and everytime it was blown up it still blew up without any fire animation.

Do your files ONLY change the Flametanks flames?

The w3d files are not rg approved.

I have not edited the explosions at all so they still work.

My files change the skins for flamethrower and flametank, pt icons for both, firing is ice for both, they leave ice marks instead of scorch marks, the flamethrower canister is blue, the flames left by the flame tank and flamethrower is now blue mist.

And if you didn't noticed you asked 3 questions.

Subject: Re: Ice flame

Posted by [light](#) on Fri, 06 Jan 2006 07:20:39 GMT

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

I love the flame effect, but I took out the blue skins for the tank and unit. I think it looks better when they come from a red unit.
