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Subject: Weapon special effects help associated with RxD Pimp guns

Posted by [Alexis](#) on Tue, 15 Apr 2008 21:11:01 GMT

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Hi all Ive been wondering on the Pimp guns on RxD how did they change the damage and how they changed the certain parts of colors (thats prob obv but i still want to know ) and most important the main question i want to know is the cool special effects like when u shoot a grenade and it makes that big blue/purple/green explosion and the tib fletch gun go slow and really long range any help would be great thanks

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

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

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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

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

Posted by [Jerad2142](#) on Thu, 17 Apr 2008 13:38:17 GMT

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Alexis wrote on Tue, 15 April 2008 15:11Hi all Ive been wondering on the Pimp guns on RxD how did they change the damage and how they changed the certain parts of colors (thats prob obv but i still want to know ) and most important the main question i want to know is the cool special effects like when u shoot a grenade and it makes that big blue/purple/green explosion and the tib fletch gun go slow and really long range any help would be great thanks

Go into W3D view and change the emitters color settings, that will do the trick.

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