
Subject: sparks and other affects?

Posted by [mike9292](#) on Fri, 06 Jun 2003 23:30:28 GMT

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is there a way to make sparks and have lasers flicker and stuff

Subject: sparks and other affects?

Posted by [OrcaPilot26](#) on Fri, 06 Jun 2003 23:58:13 GMT

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Sparks are particle emmitters, can be found in always.dat e_****.w3d, to add them to a model make a box and name it the same name as the emmitter's file name (e_****) check the aggregate box, and uncheck the export geometry box in the w3d options.

Lasers? what kind of lasers?

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Posted by [maytridy](#) on Sat, 07 Jun 2003 03:01:13 GMT

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OT: Mike, how's the APC comin?

Subject: sparks and other affects?

Posted by [mike9292](#) on Sat, 07 Jun 2003 04:57:04 GMT

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havent had much time to work on it because of exams
