Subject: sparks and other affects?
Posted by OrcaPilot26 on Fri, 06 Jun 2003 23:58:13 GMT
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Sparks are particle emmiters, 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 emmiter's file name (e_****) check the aggregate box, and uncheck the export geometry box in the w3d options.

Lasers? what kind of lasers?