Subject: Muzzle Flash
Posted by Aircraftkiller on Fri, 13 Jun 2003 04:36:39 GMT
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Okay, say you're doing the GDI Medium Tank... The muzzle flash W3D is called mz_v_gdi_medtnk.w3d. You take the muzzle bone, hit the resize button, then hold down shift and resize it to be 50% smaller. It will make a clone of the mesh for you. Name it mz_v_gdi_medtnk and uncheck the bone export. Check off Hide and Aggregrate.

It should work, then. Make sure it's linked to the muzzle bone, and it'll be all set for you.