
Subject: How would i go about making a flash bang?
Posted by [GrayWolf](#) on Mon, 15 May 2006 22:05:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

I want to make a flash bang grenade....so any ideas?

I want it to be flashy for about 4 seconds and then a loud bang good way to sneak in a base you know? throw/shoot a flash bang some where as a distraction then your in messing shit up.

Subject: Re: How would i go about making a flash bang?
Posted by [rm5248](#) on Mon, 15 May 2006 23:05:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not sure if it's possible, but it might work if you somehow made a script that changed the client's screen go white for a second or two that would execute when the grenade was thrown. Obviously, it would only go white for the people in the immediate area.

Subject: Re: How would i go about making a flash bang?
Posted by [GrayWolf](#) on Tue, 16 May 2006 00:20:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

well it dosent even really have to be the clients screen just a large area gets all bright and flashy then goes away.

Subject: Re: How would i go about making a flash bang?
Posted by [JeepRubi](#) on Tue, 16 May 2006 00:58:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe a grenade that releases big white emmiters?

Subject: Re: How would i go about making a flash bang?
Posted by [GrayWolf](#) on Tue, 16 May 2006 01:09:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah now i think we are on the right track..... now how do i do that?

Subject: Re: How would i go about making a flash bang?
Posted by [Fabian](#) on Tue, 16 May 2006 02:03:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

That would be a lot more like a smoke grenade...

Subject: Re: How would i go about making a flash bang?
Posted by [GrayWolf](#) on Tue, 16 May 2006 02:08:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

well there is an emitter that is a small flashy blue ball already.... if i knew how to make that thing a big flashy blue ball then i would be set.

Subject: Re: How would i go about making a flash bang?
Posted by [JeepRubi](#) on Tue, 16 May 2006 16:04:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont have time now but i could make one, i think.

Subject: Re: How would i go about making a flash bang?
Posted by [GrayWolf](#) on Tue, 16 May 2006 22:20:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

COOL! Would you? that would rock

Subject: Re: How would i go about making a flash bang?
Posted by [JeepRubi](#) on Tue, 16 May 2006 22:54:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

This should work. Just make it last for however you want the people to be blind for.

File Attachments

1) [ParticleEmitter.w3d](#), downloaded 169 times

Subject: Re: How would i go about making a flash bang?
Posted by [GrayWolf](#) on Wed, 17 May 2006 21:21:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

cool thanks

Subject: Re: How would i go about making a flash bang?
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 03:05:21 GMT

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

There is an even better way to make a flash bang that won't disappear if the other player sets their graphics low enough. Make an explosion with a super bright dazzle effect, I used this method on one of my mods so I know it works.
