

WIND DANCER FX PACK (by windblown).

This pack contains 6 wind FXs to represent Wind Dancer powers:

Installation steps:

- 1.- Unzip the file onto your computer.
- 2.- Place the .nifs folders into the generic folder (\Freedom Force vs The 3rd Reich\Data\Art\library\fx\generic\).
- 3.- Place the .dds files into the _textures folder (\Freedom Force vs The 3rd Reich\Data\Art\library\fx_textures\).
- 4.- Open FFedit.
- 5.- Go to the fx tab and select new.
- 6.- Type in the appropriate name for the fx:

WindDancer Compressed Air	WindDancer Whirlwind	WindDancer Gale	WindDancer Upward Winds	WindDancer Tornado	WindDancer Hurricane
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- 7.- Select the appropriate "Nif base" for the fx:

library\fx\generic\ WindDancer Compressed Air	library\fx\generic\ WindDancer Whirlwind	library\fx\generic\ WindDancer Gale	library\fx\generic\ WindDancer Upward Winds	library\fx\generic\ WindDancer Tornado	library\fx\generic\ WindDancer Hurricane
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- 8.- Select the appropriate Attack type and subtype for the fx

Attack type: Melee Attack Sub type: none	Attack type: Projectile Attack Sub type: ranged	Attack type: Projectile Attack Sub type: cone	Attack type: Direct Attack Sub type: none	Attack type: Direct Attack Sub type: none	Attack type: Area Attack Sub type: none
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- 9.- Select the appropriate node attachment points for the fx:

Start: Bip01 R Hand Launch: Bip01 R Hand Core: Bip01 R Hand End: Bip01 R Hand	Start: centre Launch: centre Core: centre End: centre	Start: weapon Launch: weapon Core: weapon End: weapon	Start: weapon Launch: weapon Core: centre End: centre	Start: bottom Launch: --- Core: bottom End: ---	Start: centre Launch: centre Core: centre End: centre
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- 10.- Save the fx and it's done.