
Subject: Re: I am going to make something 1337!
Posted by [Napalmic](#) on Sat, 18 Mar 2006 05:58:28 GMT
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Open the emitter in W3D Viewer, then go to the Frame/UCoordinate tab.

If you didn't know already, the emitter texture (e_master01.tga) is a bunch of little textures in a grid formation, so you can have many textures in one and save the hassle of sorting through a lot.

Back to W3D Viewer, now the drop down menu has a few different grid sizes, but for a bubble make the Texture Grid Layout 16x16. Then, double click the little tab on the corner of the dark grey box area, and set the Frame to 7. Oh, and make sure the Rendering Mode option in the General tab is set to Quad Particles, for best results.

Recently I discovered how to do this, and I remember how annoying it was when I couldn't figure out how to change it myself.
