Subject: adding emitters in gmax
Posted by R315r4z0r on Fri, 20 Jul 2007 07:08:18 GMT

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I remember I once added an emitter made by WestWood in to a map in Gmax, but I forgot how I did it..

but on top of that, I don't want to use one that is already in Always.dat, I am using a custom one that I made.

How do I put it into the gmax scene?