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Subject: Re: Searching a w3d file

Posted by [Slave](#) on Wed, 16 Jan 2008 23:29:03 GMT

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Yes, what he said.

And since emitters cannot be dragged around I suggest you make a dummy object of the emitter too.

You than spawn the dummy emitter on the map and drag the dummy cube to where you want it.

When happy with the location of the dummy emitter, go to Objects->Replace selection (or something), and replace the dummy emitter with the tile emitter. The tile emitter is than frozen into position.

Why not using dummy emmitters only? Dummy emmitters are only visible for the host. Tile emmitters for everyone who has the mod.

If the above sounded like "blablabla" Ill post some screenshots later.

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