
Subject: Re: Emitter Names

Posted by [saberhawk](#) on Thu, 24 Jul 2008 11:00:25 GMT

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Nero wrote on Thu, 24 July 2008 05:33: Looked there, can't find em

My bad, needed to make the explanation a bit longer. The emitters are aggregated onto the projectile model. For the Nod Artillery, this would be in ag_tshell_nod01.w3d. After you extract that file from always.dat, look at it in wdump (comes with LevelEdit in the public tools) and find the emitter name.

File Attachments

1) [wdump.png](#), downloaded 169 times

