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Subject: Re: emitters again

Posted by [JsxKeule](#) on Sat, 28 Feb 2009 21:07:13 GMT

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why the fuck it wont work

i tell you how i doin:

i edit emitter and save as a w3d file in my skin folder with the name:nuke\_emitter.w3d

then i make a box in renx with 0,1 every lentgh call it "nuke\_emitter.w3d" and make it in w3d settings to aggregate

then i export it to my skin folder as a hirachierly model and save it under the name xg\_nukecloud\_02.w3d

then i copy the emitter and the emitter box in my renegade/data folder

and it wont work wtf i make wrong

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