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Subject: Re: Projectile Emitter

Posted by [Mauler](#) on Wed, 14 Aug 2013 20:58:22 GMT

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Well first off you will need a bone in the projectile model to attach the emitter to.. simply a box with no export settings..this is also where the emitter will 'emit' from.. it can named anything so long as you remember the name later for linking purposes

Everything at this point requires W3dviewer

Now that you got both files ready open up your projectile model in the the w3dviewer. once loaded drag and drop your emitter into the viewer.. after that you should have expand options for both hierarchy and emitter..

Now expand the hierarchy that contains the projectile model and select it, once selected go to the top menu bar and open hierarchy and click on 'make aggregate' a pop will appear for a name for the aggregate.. press ok when done naming..after that is complete it will automatically place you in the aggregate you just created...again go to the top menu and click on Aggregate, and click Bone management, there will be a pop up with a list of bones, this is the point you'll need to recall the bone name you made earlier in the projectile model... Select the bone and the second option at the bottom of the pop up asks you what to render on that bone.. click on the roll down menu and click on the emitter you loaded up earlier, click attach. At this point you will see the emitter and projectile render together, if you are satisfied with the results we will need to export it, to do so, with aggregate selected.. file>export aggregate, save..

you might want to also check the results of the emitter ingame as well...

When creating a mix, include the aggregate, projectile model and emitter

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