Subject: Emitters Not Showing?
Posted by SideWinder on Sat, 27 Aug 2005 04:20:39 GMT
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Hey guys, I need one more word of advice...

After I did all of my Vis work, I exported the map and opened it as normal (as opposed to abnormally). Then, after I hosted the game I used another computer to join the game to see if the map was the same for the players as it was for the host. It ends up it wasn't...

I used a couple of those water emitters from the 'Dummy Objects' tab several times on my map. However, those only show up when I'm the HOST of the game. The other players on the map who are not the host CANNOT see the water emitter 'Dummy Objects' I made.

I used e_falls_down, etc. It used to work but now for some reason it doesn't. Anyone else experience this before and have a solution? Once again it would be appreciated.

Thank you for your time...

Subject: Re: Emitters Not Showing?
Posted by Aircraftkiller on Sat, 27 Aug 2005 11:03:48 GMT
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That's why you make a temporary preset with a proper name, which leads to the filename of the emitter you want to use. You then proxy that emitter through Max and export it into W3D, which will pull it into LevelEdit correctly and will appear for everyone in-game.

Subject: Re: Emitters Not Showing?
Posted by SideWinder on Sat, 27 Aug 2005 12:45:36 GMT
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OK thanks for the ACK, that's probably a better idea...

Subject: Re: Emitters Not Showing?
Posted by SideWinder on Mon, 29 Aug 2005 16:31:11 GMT
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Crap, it still won't work. I even extracted all of the emitter files that I used and put it in my map folder. Then I added them in that Include Files tab. I've tried pretty much everything but only the host of the game can see the emitters. It was working before I don't know why it suddenly decided to stop working...

Subject: Re: Emitters Not Showing?
Posted by YSLMuffins on Wed, 31 Aug 2005 01:46:46 GMT
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Try making a 1x1 box in gmax with the name of the emitter on your map and setting the export options for that box as an aggregate.

Subject: Re: Emitters Not Showing?
Posted by Slash0x on Wed, 31 Aug 2005 14:42:32 GMT
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You have to create a parent object then attatch the aggregate object to that parent. The aggregate must have the proper settings with the name exactly the same as the emitter w3d name. If the w3d name is e_testemitter.w3d, then the name of the aggregate object must be e_testemitter. I believe the parent tells where to create the emitter. If no parent, I think it creates it at location 0,0,0.

Overall, the above works for me, hope it works for j00!

Subject: Re: Emitters Not Showing?
Posted by YSLMuffins on Wed, 31 Aug 2005 22:29:42 GMT
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I thought they used the "parent" method (linking a geometry-only mesh to a transform-bone-only mesh) because if the emitter name exported with the bone on, it would be invalid as two bones cannot have the same name and would be tough if you wanted to use the same emitter more than once.

If you're only using once I thought I'd make it simpler.

Subject: Re: Emitters Not Showing?
Posted by Aircraftkiller on Wed, 31 Aug 2005 23:22:49 GMT
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Don't listen to Slash, he's a moron.

YSL and I have the right idea here. Either you place an object of any shape or dimension at the spot with the name of the emitter you want to use, exporting as an aggregrate; or you do it with my method.

Either way works.

Subject: Re: Emitters Not Showing?
Posted by Slash0x on Thu, 01 Sep 2005 04:39:26 GMT

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Aircraftkiller wrote on Wed, 31 August 2005 19:22Don't listen to Slash, he's a moron.

YSL and I have the right idea here. Either you place an object of any shape or dimension at the spot with the name of the emitter you want to use, exporting as an aggregrate; or you do it with my method.

Either way works.
I may be a moron, but atleast I'm not a dumbass.

That's how I do it and it works. You do it how you want to, ACK. I don't give a fuck if you export aggregates as planes with your picture of you on them.

Like stated in another topic, you post like an asshole.

Subject: Re: Emitters Not Showing?
Posted by Aircraftkiller on Thu, 01 Sep 2005 06:00:49 GMT

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