
Subject: emitters again
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 16:24:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

i made a emitter in w3dviewer
but how i can add them to game

Subject: Re: emitters again
Posted by [ErroR](#) on Sat, 28 Feb 2009 16:36:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

depends of what you want to add it to. If it's an emmitter (like flame, chem) then simply rename it, if it's a bullet or roket say.

Subject: Re: emitters again
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 16:39:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

it shuold be fire of the nuke rocket

Subject: Re: emitters again
Posted by [ErroR](#) on Sat, 28 Feb 2009 16:54:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

try replacing xg_nuke_cloud.w3d and xg_nukecloud_02.w3d like this:

File Attachments

1) [Howto.bmp](#), downloaded 536 times

Subject: Re: emitters again
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 17:13:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

how i can rename the box
and what i must write when the emitter name is:
nuke_emitter.dat

Subject: Re: emitters again
Posted by [Di3HardNL](#) on Sat, 28 Feb 2009 18:31:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

simply rename the box by replacing the text on the right 'box01'
change that to your emitter name.

So in your case replace 'box01' for nuke_emitter.dat? i think it should be nuke_emitter.w3d tho

Subject: Re: emitters again
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 18:39:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

and you are sure that i must save it with the name
xg_nuke_cloud.w3d or xg_nukecloud_02.w3d

Subject: Re: emitters again
Posted by [Di3HardNL](#) on Sat, 28 Feb 2009 19:08:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

that's right.. why dont you try before you ask?

Subject: Re: emitters again
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 19:49:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

i have tried but it wont work
thats the reason because i ask

Subject: Re: emitters again
Posted by [Gen_Blacky](#) on Sat, 28 Feb 2009 19:56:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

so if you made myemitter.w3d the aggregate attached to the box would be named myemitter.

Subject: Re: emitters again
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 20:06:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

is there a special way to safe the emitter as a w3d file
because i just can safe them as a dat file when i safe them with the file tab adn then safe settings

Subject: Re: emitters again
Posted by [Di3HardNL](#) on Sat, 28 Feb 2009 20:08:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

wtf is with the dat file?

in w3dviewer choose export then emitter..

Subject: Re: emitters again
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 21:07:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 hirachery 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

Subject: Re: emitters again
Posted by [ErroR](#) on Sat, 28 Feb 2009 21:32:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

try renaming the emmitter to e_blalblalbal.w3d might help.. if it starts with e_

Subject: Re: emitters again
Posted by [JsxKeule](#) on Sun, 01 Mar 2009 20:51:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok i tried to make new missles and i have a little success
i know that i have the right file because the missles are now invisble
i think there is another way to save it
can some1 give a pic like the first one how to save missles

Subject: Re: emitters again

Posted by [JsxKeule](#) on Mon, 02 Mar 2009 10:52:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

come on any1 must know how to make rockets

Subject: Re: emitters again

Posted by [ErroR](#) on Mon, 02 Mar 2009 10:54:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

my message didn't go thew.. i see. post the emmitter so i can have a look

Subject: Re: emitters again

Posted by [JsxKeule](#) on Mon, 02 Mar 2009 11:14:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

first is the emitter
second is my rocket

File Attachments

- 1) [rocket_emitter.w3d](#), downloaded 191 times
 - 2) [ag_rocket1.W3D](#), downloaded 132 times
-

Subject: Re: emitters again

Posted by [crisis992](#) on Mon, 02 Mar 2009 11:18:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Eh, both are emitters, where is the rocket model o.O ??

Subject: Re: emitters again

Posted by [JsxKeule](#) on Mon, 02 Mar 2009 11:26:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

why are both emitters
the first is the emitter amde in w3d viewer
the second is my finish rocket

but now it works i forgot to copy emitter to data folder
but it is very small

File Attachments

- 1) [rocket.JPG](#), downloaded 411 times
-



+ 150

150

JsxKeule

\$ Credits: 98486
Time Remaining

Subject: Re: emitters again
Posted by [ErroR](#) on Mon, 02 Mar 2009 11:41:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

attach the texture please
and to clarify, u want this for nuke?

Subject: Re: emitters again
Posted by [JsxKeule](#) on Mon, 02 Mar 2009 11:52:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

yes i want this for nuke and the only reason can be the name why it wont work
because my rockets work
i made it very big not the best but my first

File Attachments

1) [rocket.JPG](#), downloaded 402 times



200

200

JsxKeule

Credits: 99243
Time Remaining

Subject: Re: emitters again
Posted by [ErroR](#) on Mon, 02 Mar 2009 11:54:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

give the texture (blue smoke)

Subject: Re: emitters again
Posted by [JsxKeule](#) on Mon, 02 Mar 2009 11:58:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

do you want the texture for yourself or for the nuke?

Subject: Re: emitters again
Posted by [ErroR](#) on Mon, 02 Mar 2009 11:59:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

the emmitter needs the texture

Subject: Re: emitters again
Posted by [JsxKeule](#) on Mon, 02 Mar 2009 12:07:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

which emitter what do you want

Subject: Re: emitters again
Posted by [ErroR](#) on Mon, 02 Mar 2009 12:08:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

facepalm rocket_emmitter.w3d uses a texture (blue smoke.dds/tga)
