Subject: Simple Suggestion with emitters.
Posted by Anonymous on Mon, 06 Jan 2003 11:32:00 GMT
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If you know this- cool..if you don't - it will help...use an extractor program (xccmixer, etc..) to extract all the "emitter" w3d's from the always.dat (about 4 meg or so).put them in a folder called "emitters" and then in w3d viewer - set a texture path to the above folder.that way - you will have instant access to the emitter as you need it.Plus - once extracted - you can edit the emitter in viewer - to make you own unique emitter. (just remember to save it as a new name)Modder tip number 12893829.