Subject: Agregates & Emitters

Posted by Anonymous on Sun, 24 Nov 2002 07:16:00 GMT

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answer one - you have to play with the settings in W3d viewer to get the proper effect - it's more of art than feel -look at some of Westwood's emitters to see what settings they use -it took me a few hours to make smoke look right..answer two - everything is all relative to 0,0,0 - you have to save your building at that coordinate - and you have to place your bones there (the ~bone that calls in the aggergate)so - if you place a smoke emitter at 1,0,0 - and save it -then make make a building at 0,0,0 - and place a ~bone to call the smoke - when you build the tile in Commando - the ~bone will call in the smoke 1,0,0 relative to the building.now - no matter where the building is placed in Commando - the ~bone is set to the 0,0,0 of the building - not the coordinates of the level...so - anything connected to that bone will in relation to it... not the coordinates of the level.another example - look at the MP buildings in RenX - see the little box at 0,0,0 - they call in the interiors -- which are aligned to 0,0,0.tricky, eh?the RenHelp file has some tutorial files in it discussing this.link is at the top of the the forums - or you can go to http://dante.havocide.com/modX/