Subject: Agregates & Emitters
Posted by Anonymous on Sat, 23 Nov 2002 22:48:00 GMT

View Forum Message <> Reply to Message

Two questions this time.#1: I made 4 emitters using triangle particles, they work fine but in Renegade they still look like trianlges, not as smoke as I would like them to be. How do I get them to be rendered differently?#2: I want to use aggregates to call up my new buildings interiors, but when I copied WW's presets set up the interior, they were always floating above the structure. Everything is set up in the right place to each other in RenX, what do I need to do here to have them called up in the proper spot?Thanks to all who can help!Triforce [November 23, 2002, 22:50: Message edited by: Triforce]