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Subject: File name for the flame color

Posted by [\[REHT\]Spirit](#) on Wed, 09 Apr 2003 00:42:46 GMT

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SomeRhinoThe color is controlled by the emitter. I don't know what results you'd get from changing the texture.

Yeah, that too (To think I forgot that after changing rocket trails, DOHDOHDOHDOHDOH!), lol.  
:oops:

Edit: Changing the texture will affect the shape of the emitter (ie, e\_master01 is what makes it look cloudish, if you change the amount of particles coming out)

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