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Subject: Re: Emitters Not Showing?

Posted by [Aircraftkiller](#) on Sat, 27 Aug 2005 11:03:48 GMT

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That's why you make a temporary preset with a proper name, which leads to the filename of the emitter you want to use. You then proxy that emitter through Max and export it into W3D, which will pull it into LevelEdit correctly and will appear for everyone in-game.

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