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Subject: Re: Emitters Not Showing?

Posted by [YSLMuffins](#) on Wed, 31 Aug 2005 22:29:42 GMT

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I thought they used the "parent" method (linking a geometry-only mesh to a transform-bone-only mesh) because if the emitter name exported with the bone on, it would be invalid as two bones cannot have the same name and would be tough if you wanted to use the same emitter more than once.

If you're only using once I thought I'd make it simpler.

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