

---

Subject: Re: Tinkering with Emitters...

Posted by [totalhavok](#) on Thu, 12 Oct 2006 14:51:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok the Tiberium mist emitter is a Dummy Object, where as the Signal Flare is a Simple Object,

The tib mist emitter only shows a mist, where as the Signal flare has other animation to it- the small flame at it's base.

Is it the diference between Dummy and Simple object, or is it the extra animation for the Flare that is causing the problem??

I tried to change the tib emmitter to look like a signal flare, and it kind of looks right, but there is no flame at it's base and the smoke wanders to far from the sides (looks more like a smoke bomb then a flare)

How do I just change the color of the Gold flare so it looks right and won't crash LE?

---