Subject: Re: adding emitters in gmax
Posted by Veyrdite on Sat, 21 Jul 2007 01:29:30 GMT
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exaust fumes tutorial on renhelp.net, and simply place the object and emmitter w3d in your mod folder in LE. I think thats how it'll work.

 No i dont think you can serverside it if thats what you mean, as the player would have to download the w3d, and stick it in the file.