

If anyone knows another way to attach an emitter to an object in gmax and have it emit in game, help would be appreciated

EDIT DOS:

I just viewed the object that emits the smoke in the W3D Viewer.. and it apparently works there... I'll go re-add it to lvl editor and try it again..

EDIT THRICE:

Holy razor is a n00b. I just managed to glare at the bottom of the screen.. lvl edit says:

```
"TimeManager::Update: warning, frame 4151 was slow (32915 ms)
```

```
Attempting to load: F:\Program
```

```
Files\RenegadePublicTools\LevelEdit\C&C_Epocilation\levels\EMITTER.W3D
```

```
FAILED TO FIND ANIM IN
```

```
AnimCollisionManagerClass::Internal_Set_Animation("EMITTER.EMITTER")
```

```
Targa: Failed to open file "grey3.tga"
```

```
TimeManager::Update: warning, frame 4617 was slow (39562 ms)
```

```
TimeManager::Update: warning, frame 4618 was slow (5005 ms)
```

```
TimeManager::Update: warning, frame 4620 was slow (13913 ms)
```

```
TimeManager::Update: warning, frame 4621 was slow (5238 ms)"
```

Meaning.. that the texture problem I said I was having above.. is the same problem I am having with the emitter <_<