
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Fri, 21 Sep 2007 03:28:27 GMT

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Does anyone know the emitter name for the smoke used for the Refinery/Power Plant smoke stacks in A Path Beyond?

I want to look over that emitter in W3D viewer, and compare it to the smoke emitters I have.

The emitters in APB look nice, thick, and real. And they don't give off a bad frame rate. So I want to see what I am doing wrong.
