Subject: Re: Emitter Names Posted by saberhawk on Thu, 24 Jul 2008 11:00:25 GMT View Forum Message <> Reply to Message

Nero wrote on Thu, 24 July 2008 05:33Looked there, can't find em

My bad, needed to make the explanation a bit longer. The emitters are aggregated onto the projectile model. For the Nod Artillery, this would be in ag\_tshell\_nod01.w3d. After you extract that file from always.dat, look at it in wdump (comes with LevelEdit in the public tools) and find the emitter name.

File Attachments

1) wdump.png, downloaded 110 times			
ag_tshell_nod01.w3d - wdump			
<u>F</u> ile <u>V</u> iew Tools <u>H</u> elp			
W3D_CHUNK_HIERARCHY	Name	Туре	Value
CHUNK_MESH	Name	string	E_TSHELL_TRAIL3
W3D_CHUNK_HLOD	BoneIndex	int32	1
W3D_CHUNK_HLOD_HEADER			
W3D_CHUNK_HLOD_LOD_ARRAY			
W3D_CHUNK_HLOD_LOD_ARRAY_HEADER			
W3D_CHUNK_HLOD_SUB_OBJECT			
W3D_CHUNK_HLOD_AGGREGATE_ARRAY			
W3D_CHUNK_HLOD_SUB_OBJECT			
	•		1
Panda			
Ready			

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums