
Subject: Re: Emitter Names

Posted by [saberhawk](#) on Thu, 24 Jul 2008 11:00:25 GMT

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Nero wrote on Thu, 24 July 2008 05:33: Looked 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

