
Subject: Re: Release : GDI Party Buildings!
Posted by [Di3HardNL](#) on Tue, 09 Sep 2008 20:47:45 GMT
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I dont have that in my 3ds max yet :/ but i probably did something wrong

but i dont know if you ever made emitters in RenX? I guess its the same way to do it in 3ds max
make a box, clone it.

name 1 box as you want your emitter name. check 'export geometry' only. then check 'aggregate'

link the emitterbox to the other box

doesn't matter how you name the other box. in w3d settings first check 'hide' then check 'export transform' only

Export.

open w3dview and make a emitter and name it as you did in renx
