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Subject: I'm on fire.

Posted by [bigwig992](#) on Sat, 16 Aug 2003 17:44:49 GMT

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Well. I made 2 emitters, and used a character model. And I went through all the aggregate bone managment stuff. Is it possible to make an aggregate play on death? I'm pretty sure you want to keep that bone there, so you can't "hide and unhide". It's attached to the head afterall...

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