Subject: Proxy help!!!!
Posted by YSLMuffins on Thu, 04 Sep 2003 21:19:35 GMT

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It depends on what type of model it is...emitters only work with tile objects AFAIK, and proxies only work with terrain objects.

Create a 1x1x1 box and give it the name of the emitter, without .w3d and without the ~ (for example, e_flame04). On export options, check Aggregate and Hide. If you want multiple instances of that emitter, you will have to LINK the box with the name of the emitter (with ONLY export GEOMETRY enabled) to another box (with ONLY export TRANSFORM enabled). The box with export transform ONLY enabled is your 'bone'. Be sure to give the bones different names.

I don't remember if emitters work on terrain objects or not, so try first setting up your model as a terrain, and if that fails, set it up as a tile.