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Subject: Re: Projectile Emitter

Posted by [NACHO-ARG](#) on Wed, 14 Aug 2013 19:38:19 GMT

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Lazy5686, you created your projectile(an sphere) on w3dviewer right? if so, you wont be able to import it in to renx as files created on w3dviewer cant be imported in to renx, your best choice is to create the projectile(poligonal model) on renx and then linking the emitter to your projectile model following the steps i post above, if you still have troubles, post the files i will do the riging work for you.

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