

---

Subject: Re: lod on emitters

Posted by [roszek](#) on Wed, 20 Aug 2014 04:11:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well there is a max particle cap under emissions in the w3d viewer but if I set it to anything other than 0 it breaks the emitter and crashes the viewer(well just about everything crashes the viewer), but you said via regeedit...

...my 5 second search through mine revealed nothing todo with particles. Also will this adjustment just effect the way I view emitters cuz I'm trying to keep it from happening in the ones I'm creating. Perhaps you could be a bit more specific.

---