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Subject: sewege pipes

Posted by [Anonymous](#) on Sun, 15 Dec 2002 16:42:00 GMT

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Im having trouble with this.... I have pipes that dump tiberium water into the ocean, I cant seem to get them to look right. any suggestions?(specificaly when the tiberium water hits the ocean water. and how the water looks when falling, from a distance it looks like just bent angles)<http://www.n00bstories.com/image.fetch.php?id=1310021070> [ December 15, 2002, 16:44: Message edited by: DeafWasp ]

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Subject: sewege pipes

Posted by [Anonymous](#) on Sun, 15 Dec 2002 16:47:00 GMT

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make it splash if you can and blend the colors together (tiberium and water where it hits the water)

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Subject: sewege pipes

Posted by [Anonymous](#) on Sun, 15 Dec 2002 17:05:00 GMT

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that would be the obvious.

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Subject: sewege pipes

Posted by [Anonymous](#) on Sun, 15 Dec 2002 17:15:00 GMT

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Place an emitter there, something like a mist. Kinda like you would have at the bottom of a waterfall. Its a cheap way to avoid having to fix anything up too much. You could just use the emitter to hide things you don't want to be seen.

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Subject: sewege pipes

Posted by [Anonymous](#) on Sun, 15 Dec 2002 17:18:00 GMT

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someone told me that emitters dont show up in online games, yet there are some in volcano and they work fine.

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Subject: sewege pipes

Posted by [Anonymous](#) on Sun, 15 Dec 2002 17:26:00 GMT

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The ones in Volcano lag me up big time. I often run over that path in the tunnels and just see name tags running around the tunnel but no bodies.

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Subject: sewege pipes  
Posted by [Anonymous](#) on Sun, 15 Dec 2002 17:32:00 GMT  
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that isnt beacuse of the lag, or the emitters. I think it has to do with a vis sector problem.I dont know anything about working with vis sectors though.

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Subject: sewege pipes  
Posted by [Anonymous](#) on Sun, 15 Dec 2002 18:10:00 GMT  
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Emitters show up online. That's what causes sparks, explosions, repair beams, etc. They most certainly show up online. I think someone was lying to you.

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Subject: sewege pipes  
Posted by [Anonymous](#) on Mon, 16 Dec 2002 10:40:00 GMT  
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that would be AircraftKiller I think.

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Subject: sewege pipes  
Posted by [Anonymous](#) on Mon, 16 Dec 2002 11:16:00 GMT  
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Your point being?... Sorry to inform you of this, but even ACK learns something every now and again. LOL. I've been using emitters on lots of stuff for a while now, and if ACK told you emitters don't show up online, ask him why exactly he was having problems with the repair beam. That is an emitter after all....and if it doesn't show up, how can there be a problem? [ December 16, 2002, 11:17: Message edited by: Bumpaneer ]

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Subject: sewege pipes  
Posted by [Anonymous](#) on Mon, 16 Dec 2002 13:07:00 GMT  
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No, I meant the dummy emitters inside of the presets... The ones you place in the editor. From what I've seen, they only appear in a LAN game, but not in a regular MP game. Try it and see,

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Country Meadows 1.4 had tiberium mist on the fields, but they won't show up in a MP game.

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Subject: sewege pipes

Posted by [Anonymous](#) on Mon, 16 Dec 2002 13:27:00 GMT

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So Wasp, place the emitter in RenX and you should be fine.~Bumpaneer

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