Subject: Simple Suggestion with emitters.
Posted by Anonymous on Mon, 06 Jan 2003 11:32:00 GMT
View Forum Message <> Reply to Message

If you know this- cool..if you don't - it will help...use an extractor program (xccmixer, etc..) to extract all the "emitter" w3d's from the always.dat (about 4 meg or so).put them in a folder called "emitters" and then in w3d viewer - set a texture path to the above folder.that way - you will have instant access to the emitter as you need it.Plus - once extracted - you can edit the emitter in viewer - to make you own unique emitter. (just remember to save it as a new name)Modder tip number 12893829.

Subject: Simple Suggestion with emitters.
Posted by Anonymous on Mon, 06 Jan 2003 11:58:00 GMT
View Forum Message <> Reply to Message

Great Idea!

Subject: Simple Suggestion with emitters.
Posted by Anonymous on Mon, 06 Jan 2003 13:10:00 GMT
View Forum Message <> Reply to Message

Very cool   I didn't even notice that there were that many emitters   [January 06, 2003, 13:13: Message edited by: Taximes]

Subject: Simple Suggestion with emitters.
Posted by Anonymous on Mon, 06 Jan 2003 13:51:00 GMT
View Forum Message <> Reply to Message

save time if we could just DL it.

Subject: Simple Suggestion with emitters.
Posted by Anonymous on Mon, 06 Jan 2003 14:22:00 GMT
View Forum Message <> Reply to Message

Not really, because if you have Renegade then you already have the files