Subject: Emitters
Posted by Anonymous on Sat, 18 Jan 2003 10:35:00 GMT
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where are the emitters that work in multiplayer?

Subject: Emitters
Posted by Anonymous on Sat, 18 Jan 2003 10:45:00 GMT
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every emitter works in MP, what do you mean?

Subject: Emitters
Posted by Anonymous on Sat, 18 Jan 2003 10:46:00 GMT
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im saying i heard someone say "use those emmiters, there the only ones that work in multiplayer"

Subject: Emitters
Posted by Anonymous on Mon, 20 Jan 2003 06:29:00 GMT
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hmmm - they probably meant the emitters in the always.dat.you can re-use the ones in there - just use the same names - and Renegade will pull them into the game.I suggest you extract all the w3d's and place them in a folder on your HD - use a path to point to them for W3d viewer - and you will be able to see what effects you have.Now - i have made my own emitters and used them in game - but you have to copy them to your mod folder in order to use them.