Subject: adding emitters in gmax
Posted by R315r4z0r on Fri, 20 Jul 2007 07:08:18 GMT
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I remember I once added an emitter made by WestWood in to a map in Gmax, but I forgot how I did it..

but on top of that, I don't want to use one that is already in Always.dat, I am using a custom one that I made.

How do I put it into the gmax scene?

Subject: Re: adding emitters in gmax
Posted by R315r4z0r on Fri, 20 Jul 2007 17:59:01 GMT
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bump
Help please?

Is there another way to put emitters on a map so that not only the host sees them in a multiplayer game?

Subject: Re: adding emitters in gmax
Posted by Veyrdite on Sat, 21 Jul 2007 01:29:30 GMT
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exaust fumes tutorial on renhelp.net, and simply place the object and emmitter w3d in your mod folder in LE. I think thats how it'll work.

 No i dont think you can serverside it if thats what you mean, as the player would have to download the w3d, and stick it in the file.

Subject: Re: adding emitters in gmax
Posted by R315r4z0r on Sat, 21 Jul 2007 02:11:15 GMT
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Its ok, I figured out a way to do it.. similar to what you said.

No it isn't a server side mod, it is a map.