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Subject: 2 Questions

Posted by [R315r4z0r](#) on Fri, 07 Sep 2007 00:38:14 GMT

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First question:

How come when you look from certain angles, smoke and emitters tend to disappear? It makes it hard to place them, and looks really bad in game. Is this an engine glitch? Can I fix it?

Second question:

How do I make SAM Site destruction shells? Like in single player. When you destroy a SAM site, it would explode, flip up, and thats it. It doesn't disappear. How do I do that?

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Subject: Re: 2 Questions

Posted by [Canadacdn](#) on Fri, 07 Sep 2007 01:04:58 GMT

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I can answer the first one:

A good solution is to attach the emitter to an invisible object and then place it. It almost always fixes that problem.

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Subject: Re: 2 Questions

Posted by [R315r4z0r](#) on Fri, 07 Sep 2007 01:07:56 GMT

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Well currently, the emitters I have are attached to a non-invisible object. Does it really matter if the object is invisible or not?

If so than I will change that. If Not, then it don't work :\

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Subject: Re: 2 Questions

Posted by [Canadacdn](#) on Fri, 07 Sep 2007 01:09:29 GMT

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Hm, I'm not sure then.

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Subject: Re: 2 Questions

Posted by [Veyrdite](#) on Fri, 07 Sep 2007 11:24:38 GMT

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for no. 2 i think theres a script to replace on death, simply use that on a sam preset with 1 blamo

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hp and the weapon tilt rate set so it can only points upwards.  
See what the sp ones have attached, try it.

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Subject: Re: 2 Questions

Posted by [Jerad2142](#) on Mon, 10 Sep 2007 12:36:06 GMT

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"M07\_Sam\_Site\_logic" and if it is not that script then its "M03\_Sam\_Site\_logic"

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