
Subject: SS Emitters

Posted by [Gen_Blacky](#) on Sat, 03 May 2008 05:55:53 GMT

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can you place emitter in a map and make it server side ?

like smoke emitters that are already in always.dat of course.

Subject: Re: SS Emitters

Posted by [_SSnipe_](#) on Sat, 03 May 2008 05:56:46 GMT

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i dont think so...i tried it once and nothing happen...

Subject: Re: SS Emitters

Posted by [mrÅ£Ã\\$Ä·z](#) on Sat, 03 May 2008 13:59:56 GMT

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Just change a a Objects Model

Subject: Re: SS Emitters

Posted by [Gen_Blacky](#) on Sun, 04 May 2008 07:29:57 GMT

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anyone

Subject: Re: SS Emitters

Posted by [cnc95fan](#) on Sun, 04 May 2008 07:31:59 GMT

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Of coruse you can, do it via Level Edit.

Subject: Re: SS Emitters

Posted by [Gen_Blacky](#) on Mon, 05 May 2008 00:54:12 GMT

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k
