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Subject: emitters again  
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 16:24:32 GMT  
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i made a emitter in w3dviewer  
but how i can add them to game

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Subject: Re: emitters again  
Posted by [ErroR](#) on Sat, 28 Feb 2009 16:36:02 GMT  
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depends of what you want to add it to. If it's an emitter (like flame, chem) then simply rename it, if it's a bullet or rocket say.

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Subject: Re: emitters again  
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 16:39:26 GMT  
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it should be fire of the nuke rocket

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Subject: Re: emitters again  
Posted by [ErroR](#) on Sat, 28 Feb 2009 16:54:01 GMT  
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try replacing xg\_nuke\_cloud.w3d and xg\_nukecloud\_02.w3d like this:

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#### File Attachments

1) [Howto.bmp](#), downloaded 401 times

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Subject: Re: emitters again  
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 17:13:06 GMT  
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how i can rename the box  
and what i must write when the emitter name is:  
nuke\_emitter.dat

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Subject: Re: emitters again  
Posted by [Di3HardNL](#) on Sat, 28 Feb 2009 18:31:24 GMT

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simply rename the box by replacing the text on the right 'box01'  
change that to your emitter name.

So in your case replace 'box01' for nuke\_emitter.dat? i think it should be nuke\_emitter.w3d tho

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Subject: Re: emitters again  
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 18:39:50 GMT  
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and you are sure that i must save it with the name  
xg\_nuke\_cloud.w3d or xg\_nukecloud\_02.w3d

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Subject: Re: emitters again  
Posted by [Di3HardNL](#) on Sat, 28 Feb 2009 19:08:18 GMT  
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that's right.. why dont you try before you ask?

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Subject: Re: emitters again  
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 19:49:51 GMT  
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i have tried but it wont work  
thats the reason because i ask

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Subject: Re: emitters again  
Posted by [Gen\\_Black](#)y on Sat, 28 Feb 2009 19:56:46 GMT  
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so if you made myemitter.w3d the aggregate attached to the box would be named myemitter.

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Subject: Re: emitters again  
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 20:06:58 GMT  
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is there a special way to safe the emitter as a w3d file  
because i just can safe them as a dat file when i safe them with the file tab adn then safe settings

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Subject: Re: emitters again  
Posted by [Di3HardNL](#) on Sat, 28 Feb 2009 20:08:48 GMT  
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wtf is with the dat file?

in w3dviewer choose export then emitter..

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Subject: Re: emitters again  
Posted by [JsxKeule](#) on Sat, 28 Feb 2009 21:07:13 GMT  
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why the fuck it wont work  
i tell you how i doin:  
i edit emitter and save as a w3d file in my skin folder with the name:nuke\_emitter.w3d

then i make a box in renx with 0,1 every lentgh call it "nuke\_emitter.w3d" and make it in w3d settings to aggregate

then i export it to my skin folder as a hirachiery model and save it under the name  
xg\_nukecloud\_02.w3d

then i copy the emitter and the emitter box in my renegade/data folder

and it wont work wtf i make wrong

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Subject: Re: emitters again  
Posted by [ErroR](#) on Sat, 28 Feb 2009 21:32:11 GMT  
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try renaming the emmitter to e\_blalblalbal.w3d might help.. if it starts with e\_

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Subject: Re: emitters again  
Posted by [JsxKeule](#) on Sun, 01 Mar 2009 20:51:34 GMT  
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ok i tried to make new missles and i have a little success  
i know that i have the right file because the missles are now invisble  
i think there is another way to save it  
can some1 give a pic like the first one how to save missles

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Subject: Re: emitters again

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Posted by [JsxKeule](#) on Mon, 02 Mar 2009 10:52:38 GMT

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come on any1 must know how to make rockets

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Subject: Re: emitters again

Posted by [ErroR](#) on Mon, 02 Mar 2009 10:54:59 GMT

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my message didn't go thew.. i see. post the emmitter so i can have a look

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Subject: Re: emitters again

Posted by [JsxKeule](#) on Mon, 02 Mar 2009 11:14:26 GMT

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first is the emitter

second is my rocket

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#### File Attachments

- 1) [rocket\\_emitter.w3d](#), downloaded 122 times
  - 2) [ag\\_rocket1.W3D](#), downloaded 68 times
- 

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Subject: Re: emitters again

Posted by [crisis992](#) on Mon, 02 Mar 2009 11:18:18 GMT

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Eh, both are emitters, where is the rocket model o.O ??

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Subject: Re: emitters again

Posted by [JsxKeule](#) on Mon, 02 Mar 2009 11:26:38 GMT

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why are both emitters

the first is the emitter amde in w3d viewer

the second is my finish rocket

but now it works i forgot to copy emitter to data folder

but it is very small

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#### File Attachments

- 1) [rocket.JPG](#), downloaded 186 times
-



JsxK0ule



+ 150

150



Credits: 98486

Time Remaining

Subject: Re: emitters again  
Posted by [ErroR](#) on Mon, 02 Mar 2009 11:41:44 GMT  
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attach the texture please  
and to clarify, u want this for nuke?

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Subject: Re: emitters again  
Posted by [JsxKeule](#) on Mon, 02 Mar 2009 11:52:47 GMT  
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yes i want this for nuke and the only reason can be the name why it wont work  
because my rockets work  
i made it very big not the best but my first

#### File Attachments

1) [rocket.JPG](#), downloaded 174 times





JsxKeule



200

200

Credits: 99243  
Time Remaining

Subject: Re: emitters again  
Posted by [ErroR](#) on Mon, 02 Mar 2009 11:54:48 GMT  
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give the texture (blue smoke)

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Subject: Re: emitters again  
Posted by [JsxKeule](#) on Mon, 02 Mar 2009 11:58:34 GMT  
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do you want the texture for yourself or for the nuke?

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Subject: Re: emitters again  
Posted by [ErroR](#) on Mon, 02 Mar 2009 11:59:55 GMT  
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the emmitter needs the texture

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Subject: Re: emitters again  
Posted by [JsxKeule](#) on Mon, 02 Mar 2009 12:07:17 GMT  
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which emitter what do you want

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Subject: Re: emitters again  
Posted by [ErroR](#) on Mon, 02 Mar 2009 12:08:16 GMT  
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\*facepalm\* rocket\_emmitter.w3d uses a texture (blue smoke.dds/tga)

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