
Subject: Duplicating emitters in gmax
Posted by [ErroR](#) on Sun, 14 Jun 2009 10:58:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

If i have an emmitter, and i want to put it into 2 places. I name the first bone E_EMMITER but how should i name the second bone because if i name it E_EMMITER.01 it gives me an error while exporting

Subject: Re: Duplicating emitters in gmax
Posted by [mr£ÄŞÄ-z](#) on Sun, 14 Jun 2009 11:51:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

This Tutorial shows how to duplicate Ermitters:

RenHelp

Subject: Re: Duplicating emitters in gmax
Posted by [Gen_Blacky](#) on Sun, 14 Jun 2009 17:20:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Duplicating emitters in gmax
Posted by [mr£ÄŞÄ-z](#) on Sun, 14 Jun 2009 18:08:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Sun, 14 June 2009 12:20
Exactly like always

Subject: Re: Duplicating emitters in gmax
Posted by [ErroR](#) on Tue, 16 Jun 2009 12:31:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, i'll try

Subject: Re: Duplicating emitters in gmax
Posted by [LR01](#) on Wed, 17 Jun 2009 20:19:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

mistake I made to.

It's like this:

the name of the bones don't matter, as long as there are not the same
the name of the geometry (aggregate) does matter, just all the same name.

Subject: Re: Duplicating emitters in gmax
Posted by [ErroR](#) on Wed, 17 Jun 2009 20:21:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

forgot of export transform bone
