Subject: Tiberium Smoke
Posted by [LeeumDee](#) on Sat, 04 Jul 2009 11:50:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Trying to create tiberium smoke and i got as far as creating the emitter and now im really lost.

Any help would be appreciated Just don't have a clue how to add it to the tiberium. If it means adding to a map too, which im assuming it does, that's fine as it is what i want to do

Thanks.

Subject: Re: Tiberium Smoke
Posted by [ErroR](#) on Sat, 04 Jul 2009 11:57:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

my guess is that you will have to create temp presets in Level edit, place them, and export the map to mix

---

Subject: Re: Tiberium Smoke
Posted by [LeeumDee](#) on Sat, 04 Jul 2009 13:01:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Any detailed tutorials?
I'm really new to LE

Subject: Re: Tiberium Smoke
Posted by [R315r4z0r](#) on Sat, 04 Jul 2009 13:31:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

http://www.renhelp.net/

Subject: Re: Tiberium Smoke
Posted by [ErroR](#) on Sat, 04 Jul 2009 13:32:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Sat, 04 July 2009 16:31http://www.renhelp.net/
http://renhelp.net/index.php?mod=Tutorials&action=view&id=141

Subject: Re: Tiberium Smoke
Posted by [crazfulla](#) on Sun, 05 Jul 2009 06:30:10 GMT

Are you making emitters or using the ones inside always.dat ?