Subject: Muzzleflash
Posted by LR01 on Sun, 07 Oct 2012 21:43:51 GMT
View Forum Message <> Reply to Message

Hello,

I'm wanting to add smoke to the muzzleflash (custom vehicle). I tried to adding a emitter to the muzzleA0 bone but the emitter always shows up.
Eventhough the muzzleflash as mesh works fine.
I tried calling a other w3d, mz_v_gdi_humvee.w3d, it works whit that. But what emitter does that file call? I can't find it and w3d viewer doesn't even show a emitter.
If I make my own mz_v_gdi_humvee.w3d it shows the mesh but no emitter.
How does it work? (I like to add my own emitter to the muzzleflash.)

Subject: Re: Muzzleflash
Posted by NACHO-ARG on Tue, 09 Oct 2012 18:46:47 GMT
View Forum Message <> Reply to Message

hmm, try this:
create a box, name it same as the emitter, go to w3d tools, unchek "export transfor bone", check export geometry and in geometry options check agregate, then export your muzzleflash and see if it works.

Subject: Re: Muzzleflash
Posted by LR01 on Tue, 09 Oct 2012 19:13:36 GMT
View Forum Message <> Reply to Message

NACHO-ARG wrote on Tue, 09 October 2012 20:46hmm, try this:
create a box, name it same as the emitter, go to w3d tools, unchek "export transfor bone", check export geometry and in geometry options check agregate, then export your muzzleflash and see if it works.

That sorts of works. However the emitter is always on.

Seems like method WW uses does work but has a big problem.
If you call a other w3d that calls a emitter it works... However the emitter only shows up when the vehicle shoots fast (like the humvee).
It won't work for a vehicle like the medium tank since it shoots slow.

Weird thing you need a extra w3d file for it work.

Subject: Re: Muzzleflash
Posted by NACHO-ARG on Tue, 09 Oct 2012 21:59:28 GMT

that is because, some stuf like emiters and muzzleflashes dont work well with a framerate higer than 60, turn on fraps and check if the flash shows how it is suposed to.

Subject: Re: Muzzleflash
Posted by LR01 on Wed, 10 Oct 2012 10:15:52 GMT

The flash shows up fine. I wonder why there are 2 muzzle flashes though. One is linked directly to the MuzzleA0 bone and the other is in the mz_v_xxx_vehicle.

When I use the medium tank the emitter won't show up while the flash does. It works without fraps.

Subject: Re: Muzzleflash
Posted by NACHO-ARG on Thu, 11 Oct 2012 01:42:28 GMT

i dont have much experience working with vehicles, so i am out of ideas now lol.