
Subject: Smoke Emmiters
Posted by [maytridy](#) on Sat, 14 Jun 2003 12:57:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

In commando, where can i find a thick black smoke emmitter? I can't find one in the Dummy Obect>Demo Level folder.

Subject: Smoke Emmiters
Posted by [SomeRhino](#) on Sat, 14 Jun 2003 15:06:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

You'll need to find the e_*****.w3d in always.dat and make a preset for it. Or simply make your own emitter in W3D Viewer.

Subject: Smoke Emmiters
Posted by [maytridy](#) on Sat, 14 Jun 2003 17:27:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks alot man.

Subject: Smoke Emmiters
Posted by [maytridy](#) on Sat, 14 Jun 2003 18:00:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can't seem to find what i'm looking for. Do you know the name of the emitter used in the Ore Refinery (Ren Alert Mod) smoke stacks? It's a really thick, black smoke.

Subject: Smoke Emmiters
Posted by [maytridy](#) on Sat, 14 Jun 2003 18:08:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nevermind, I found it.

Subject: Re: Smoke Emmiters
Posted by [Captkurt](#) on Sat, 14 Jun 2003 22:18:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

maytridyIn commando, where can i find a thick black smoke emmitter? I can't find one in the Dummy Obect>Demo Level folder.

As far as I can remember, all of the following will produce black smoke at different levels of intensities.

e_c4_smoke.w3d
e_c4_smoketrail.w3d
e_f3strifpatfs.w3d
e_fallfire1.w3d
e_Flame04.w3d

Hope this helps

Subject: Smoke Emmiters
Posted by [bigwig992](#) on Sun, 15 Jun 2003 00:10:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's easier to make your own emmitter in W3D veiwer, then you can get exactly what you want.

Subject: Smoke Emmiters
Posted by [maytridy](#) on Sun, 15 Jun 2003 02:12:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks guys. I'll try em' out in the morning and see how they work.

Subject: Smoke Emmiters
Posted by [maytridy](#) on Sun, 15 Jun 2003 19:01:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

I edited an emitter and got exactly what I wanted. Thanks for the help.

Subject: Smoke Emmiters
Posted by [Aircraftkiller](#) on Sun, 15 Jun 2003 20:06:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

You edited my emitter, and now you have what you want? Um, just because it's in the mod doesn't mean you have free rights to taking it and editing it for your own purposes.

That emitter took about an hour to get working properly. Why are you taking our stuff and using it as your own? No one gave you permission to do so.

Subject: Smoke Emmiters
Posted by [maytridy](#) on Sun, 15 Jun 2003 20:13:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nonononono.

I said that I wanted one like the one in Ren Alert.

I didn't edit that one, I edited one that was in the Always.dat and made my own.

Sorry for the confusion.

Subject: Smoke Emmiters

Posted by [Aircraftkiller](#) on Sun, 15 Jun 2003 20:44:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Huh? As far as I know, there isn't one in always.dat like the one you described for Renegade Alert.

Oh well, thanks for clarifying it.

Subject: Smoke Emmiters

Posted by [maytridy](#) on Sun, 15 Jun 2003 20:54:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think it's e_fallfire1.w3d

Subject: Smoke Emmiters

Posted by [maytridy](#) on Mon, 16 Jun 2003 00:33:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

The new emitter in action.....

<http://www.n00bstories.com/image.fetch.php?id=1095472026>
