
Subject: How do you proxy in emmiters with terrain?
Posted by [Titan1x77](#) on Sun, 28 Mar 2004 05:59:48 GMT
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when I proxy emmiters with my terrain...the show for host only.

Do emmiters have to be set up as tiles in LE and placed thru LE.

Ive got a few ideas given to me...and will try them...but I'd rather proxy them thru ren-x with my terrain if anyone knows how

Subject: How do you proxy in emmiters with terrain?
Posted by [htmlgod](#) on Sun, 28 Mar 2004 23:27:16 GMT
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What kind of emitter are you talking about, exactly? Something like a special effect steam coming off or what? Sound emitter? Be more specific.

Subject: How do you proxy in emmiters with terrain?
Posted by [E!](#) on Mon, 29 Mar 2004 03:14:22 GMT
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Try it with aggregate bones. Are simple boxes with export settings: Export Transform (Bone), Export Geometry and Aggregate at the geometry options. U have to name that "Bone" exactly like your emitter and your emitter will be shown at the pivot of your Aggregate Bone, so you should look at its pivot first to make your emitter work correctly. Emitter has to be in the same Folder as your Terrain.
