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Subject: Emitters

Posted by [Anonymous](#) on Mon, 20 Jan 2003 06:29:00 GMT

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hmmm - they probably meant the emitters in the always.dat. you can re-use the ones in there - just use the same names - and Renegade will pull them into the game. I suggest you extract all the w3d's and place them in a folder on your HD - use a path to point to them for W3d viewer - and you will be able to see what effects you have. Now - i have made my own emitters and used them in game - but you have to copy them to your mod folder in order to use them.

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