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.