
Subject: Re: Emitters Not Showing?

Posted by [Slash0x](#) on Wed, 31 Aug 2005 14:42:32 GMT

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You have to create a parent object then attach the aggregate object to that parent. The aggregate must have the proper settings with the name exactly the same as the emitter w3d name. If the w3d name is e_testemitter.w3d, then the name of the aggregate object must be e_testemitter. I believe the parent tells where to create the emitter. If no parent, I think it creates it at location 0,0,0.

Overall, the above works for me, hope it works for j00!
