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Subject: Re: Using a beam effect for new ammo types in LE

Posted by [FynexFox](#) on Sun, 10 Dec 2006 02:53:55 GMT

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The same way you attach an emitter to any model. The projectile is a 3d model.

<http://renhelp.net/index.php?mod=Tutorials>

Find the tutorial on custom projectiles, that'll tell u the settings for it and what to name it etc etc and find the tut on adding emitters to objects, just follow that tut but do it to the projectile model, then put the projectile file in your mod folder, specify it for your weapon and bam, there ya be.

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