Subject: Re: Emitter Names Posted by saberhawk on Thu, 24 Jul 2008 11:00:25 GMT View Forum Message <> Reply to Message

Nero wrote on Thu, 24 July 2008 05:33Looked there, can't find em

My bad, needed to make the explanation a bit longer. The emitters are aggregated onto the projectile model. For the Nod Artillery, this would be in ag\_tshell\_nod01.w3d. After you extract that file from always.dat, look at it in wdump (comes with LevelEdit in the public tools) and find the emitter name.

## File Attachments

1) wdump.png, downloaded 117 times			
ag_tshell_nod01.w3d - wdump			
<u>F</u> ile <u>V</u> iew Tools <u>H</u> elp			
W3D_CHUNK_HIERARCHY	Name	Туре	Value
E. CHUNK_MESH	Name	string	E_TSHELL_TRAIL3
W3D_CHUNK_HLOD	BoneIndex	int32	1
W3D_CHUNK_HLOD_LOD_ARRAY			
W3D_CHUNK_HLOD_LOD_ARRAY_HEADER			
W3D_CHUNK_HLOD_SUB_OBJECT			
W3D_CHUNK_HLOD_AGGREGATE_ARRAY			
W3D_CHUNK_HLOD_SUB_OBJECT			
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Ready			

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