
Subject: Re: emitters again

Posted by [Di3HardNL](#) on Sat, 28 Feb 2009 18:31:24 GMT

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simply rename the box by replacing the text on the right 'box01'
change that to your emitter name.

So in your case replace 'box01' for nuke_emitter.dat? i think it should be nuke_emitter.w3d tho
