
Subject: Muzzleflash

Posted by [LR01](#) on Sun, 07 Oct 2012 21:43:51 GMT

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Hello,

I'm wanting to add smoke to the muzzleflash (custom vehicle). I tried to adding a emitter to the muzzleA0 bone but the emitter always shows up.

Eventhough the muzzleflash as mesh works fine.

I tried calling a other w3d, mz_v_gdi_humvee.w3d, it works whit that. But what emitter does that file call? I can't find it and w3d viewer doesn't even show a emitter.

If I make my own mz_v_gdi_humvee.w3d it shows the mesh but no emitter.

How does it work? (I like to add my own emitter to the muzzleflash.)
