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Subject: Re: Muzzleflash

Posted by [NACHO-ARG](#) on Tue, 09 Oct 2012 18:46:47 GMT

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hmm, try this:

create a box, name it same as the emitter, go to w3d tools, uncheck "export transfer bone", check export geometry and in geometry options check aggregate, then export your muzzleflash and see if it works.

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