
Subject: Re: Muzzleflash

Posted by [LR01](#) on Tue, 09 Oct 2012 19:13:36 GMT

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NACHO-ARG wrote on Tue, 09 October 2012 20:46hmm, 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.

That sorts of works. However the emitter is always on.

Seems like method WW uses does work but has a big problem.

If you call a other w3d that calls a emitter it works... However the emitter only shows up when the vehicle shoots fast (like the humvee).

It won't work for a vehicle like the medium tank since it shoots slow.

Weird thing you need a extra w3d file for it work.
