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Subject: Projectile Emitter

Posted by [Lazy5686](#) on Wed, 14 Aug 2013 01:47:26 GMT

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So I have a projectile model and an emitter model (in .w3d) to go with it. How would I go about attaching the emitter to the projectile? I've been poking around various forums but can't find anything past creating the emitter.

Thanks.

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