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Subject: Re: Projectile Emitter

Posted by [NACHO-ARG](#) on Wed, 14 Aug 2013 03:21:11 GMT

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first you load/import your projectile to renx/3ds then create a simple box, name it same as your emitter then click the link button and link the box to your projectile, now dont forget to set the export setings, check projectile for your projectile and chek agregate for the box then export it, if all went well whenever your projectile is loaded ingame the emitter should be loaded too.

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