Subject: Re: Projectile Emitter
Posted by Lazy5686 on Wed, 14 Aug 2013 14:46:26 GMT

I keep getting the error in RenX:

Unable to convert: Undefined to type: Integer

Readme says:
1. make sure that if the model file you are importing points at other files (such as a skelleton) that it is in the same folder/mix file as the w3d you are importing

But I have the files both models use in the same folder.