Subject: How do you proxy in emmiters with terrain?
Posted by E! on Mon, 29 Mar 2004 03:14:22 GMT
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Try it with aggregate bones. Are simple boxes with export settings: Export Transform (Bone), Export Geometry and Aggregate at the geometry options. U have to name that "Bone" exactly like your emitter and your emitter will be shown at the pivot of your Aggregate Bone, so you should look at its pivot first to make your emitter work correctly. Emitter has to be in the same Folder as your Terrain.