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Subject: Emitters

Posted by [bisen11](#) on Fri, 03 Jun 2005 17:03:54 GMT

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How do i attach an emitter to a shell i made?

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Subject: Re: Emitters

Posted by [Dan](#) on Fri, 03 Jun 2005 21:12:35 GMT

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I like to use either glue or sticky-tape!

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Subject: Re: Emitters

Posted by [bisen11](#) on Fri, 03 Jun 2005 22:12:01 GMT

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You attach fire and smoke to shells with that, sounds pretty impossible to me.

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Subject: Re: Emitters

Posted by [JeepRubi](#) on Fri, 03 Jun 2005 22:55:45 GMT

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Dan wrote on Fri, 03 June 2005 16:42 I like to use either glue or sticky-tape!

i would use something like duct tape its better then "stickey tape". By the way glue is not an option.

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Subject: Re: Emitters

Posted by [Cpo64](#) on Sat, 04 Jun 2005 04:04:41 GMT

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reference the emitter with a bone

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Subject: Re: Emitters

Posted by [YSLMuffins](#) on Sat, 04 Jun 2005 05:38:20 GMT

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Ugh, stop with the smart-aleck replies.

Since you made it, I assume you are in the gmax environment.

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First, look for the name of the emitter you want to use. Make a simple 1x1 box for it in gmax. In w3d options for that box, give it the name of the emitter. Uncheck export transform (bone), select hide, and export as aggregate. They are all under geometry options.

Next, make another 1x1 box and you can name it anything you want. Maybe something along the lines of shell\_bone1 or whatever. Under w3d options, uncheck export Geometry. Now, align the emitter box and the bone box so that they are overlapping or close together.

Now, select the emitter box you made and link it to the bone you created. There should be a button on the upper left hand corner of the gmax toolbar that says "Select and link." Click that button, select the emitter box and hold down the mouse button, and drag the cursor onto the bone box.

Now, position the bone box somewhere appropriate. =)

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Subject: Re: Emitters

Posted by [laeubi](#) on Mon, 06 Jun 2005 12:21:07 GMT

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Thats right, this Tutorial illustrates the whole thing with some images:

<http://renhelp.co.uk/?tut=53>

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