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Subject: question about emitters

Posted by [Anonymous](#) on Wed, 01 Jan 2003 07:40:00 GMT

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i want to make an emitter that generates smoke and has a flame as if it were a flare, how do i make one.also, is it possible to attach an emiter to a weapon, such as a grenade and make it start emitting when the timmer goes off, so i can make a smoke grenade

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Subject: question about emitters

Posted by [Anonymous](#) on Wed, 01 Jan 2003 08:37:00 GMT

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read the w3d docs (how to folder)- and look at some of the emitters in the always.dat.then you will get a general idea how to modify and make new ones.what you want is simple to do - in fact - i've seen emitters that do what your looking for.

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Subject: question about emitters

Posted by [Anonymous](#) on Wed, 01 Jan 2003 08:45:00 GMT

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quote:Originally posted by StoneRook:read the w3d docs (how to folder)- and look at some of the emitters in the always.dat.then you will get a general idea how to modify and make new ones.what you want is simple to do - in fact - i've seen emitters that do what your looking for.thnx alot

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