## Subject: Emitter Names
Posted by Spyder on Thu, 24 Jul 2008 10:13:15 GMT
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Can anybody give me the names of the following emitters:
- Mobile Artillery Rocket Trail
- Mobile Rocket Launcher System Rocket Trail
- Grenade/Rocket Launcher Trail
- Medium/Light Tank Rocket Trail

## Subject: Re: Emitter Names
Posted by saberhawk on Thu, 24 Jul 2008 10:29:17 GMT
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Nero wrote on Thu, 24 July 2008 05:13Can anybody give me the names of the following emitters:
- Mobile Artillery Rocket Trail
- Mobile Rocket Launcher System Rocket Trail
- Grenade/Rocket Launcher Trail
- Medium/Light Tank Rocket Trail

How about simply looking in LevelEdit?

## Subject: Re: Emitter Names
Posted by Spyder on Thu, 24 Jul 2008 10:33:29 GMT
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Looked there, can't find em

## Subject: Re: Emitter Names
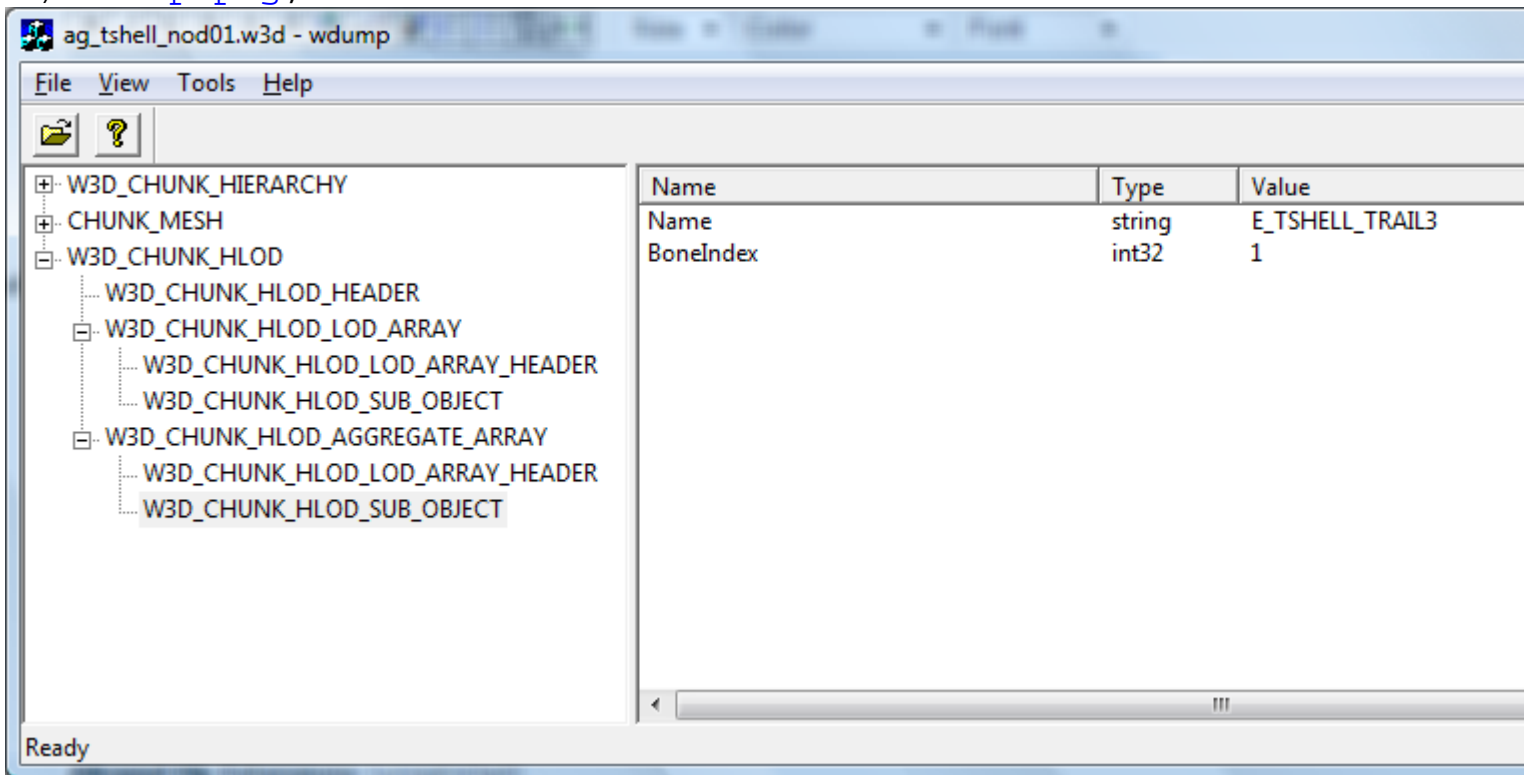Posted by saberhawk on Thu, 24 Jul 2008 11:00:25 GMT
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Nero wrote on Thu, 24 July 2008 05:33Looked there, can't find em

My bad, needed to make the explanation a bit longer. The emitters are aggregated onto the projectile model. For the Nod Artillery, this would be in ag_tshell_nod01.w3d. After you extract that file from always.dat, look at it in wdump (comes with LevelEdit in the public tools) and find the emitter name.

File Attachments

1) `wdump.png`, downloaded 260 times



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Subject: Re: Emitter Names
Posted by Spyder on Thu, 24 Jul 2008 11:04:04 GMT
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So the 'SUB_OBJECT' is the trail emitter?

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Subject: Re: Emitter Names
Posted by saberhawk on Thu, 24 Jul 2008 11:11:13 GMT
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Nero wrote on Thu, 24 July 2008 06:04So the 'SUB_OBJECT' is the trail emitter?

Yup, the "SUB_OBJECT" in the aggregates chunk

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Subject: Re: Emitter Names
Posted by Spyder on Thu, 24 Jul 2008 11:16:21 GMT
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Ok, thanks for the information

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