
Subject: Why doesn't it work??

Posted by [ErroR](#) on Sun, 21 Dec 2008 19:04:42 GMT

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I made an emmiter for an explosion and it doesn't display in game (at all) why? any ideas?

File Attachments

1) [e_fireworks01.w3d](#), downloaded 137 times

Subject: Re: Why doesn't it work??

Posted by [LiL KiLLa](#) on Sun, 21 Dec 2008 20:12:52 GMT

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which explosion is it ?

Subject: Re: Why doesn't it work??

Posted by [Gen_Blacky](#) on Sun, 21 Dec 2008 21:12:24 GMT

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<http://img262.imageshack.us/img262/373/screenshot05qm0.png>

what are you trying to use if for

Subject: Re: Why doesn't it work??

Posted by [cnc95fan](#) on Sun, 21 Dec 2008 22:37:02 GMT

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Subject: Re: Why doesn't it work??

Posted by [ErroR](#) on Mon, 22 Dec 2008 08:46:11 GMT

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Gen_Blacky wrote on Sun, 21 December 2008

23:12 <http://img262.imageshack.us/img262/373/screenshot05qm0.png>

what are you trying to use if for
fire works
