Subject: Aggregate
Posted by LR01 on Tue, 27 Jan 2009 16:19:51 GMT
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If you have mesh in renx/max, you can name as (nameofemitter).w3d and check the Aggregate option.
Now, I want to have 2 of them, 2 which use the same emitter, naming it the same won't let me export it.
How do I do that then?

(that is also what I don't get on this tut, http://renhelp.laeubi-soft.de/index.php?tut=53)

Subject: Re: Aggregate
Posted by ErroR on Tue, 27 Jan 2009 16:38:30 GMT
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LR01 wrote on Tue, 27 January 2009 18:19If you have mesh in renx/max, you can name as (nameofemitter).w3d and check the Aggregate option.
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you could make a copy of the emmiter with a diffent name

Subject: Re: Aggregate
Posted by Di3HardNL on Tue, 27 Jan 2009 17:18:28 GMT
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The aggregate boxes can have the same name.

Only the boxes where you only set 'export transform (bone) ' in the w3d settings must be different names.

Like this : emitter1 connected to box01
        emitter1 connected to box02

Subject: Re: Aggregate
Posted by Gen_Blacky on Tue, 27 Jan 2009 22:20:03 GMT
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Exactly what di3hard said the first box is the location where you want the emitter and is only transform bone. the emitter is the second box that is linked to the first box with only geometry with arrogate settings.

Subject: Re: Aggregate
Posted by LR01 on Wed, 28 Jan 2009 13:22:06 GMT
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ah, so that is how it works, thanks a lot