Subject: Flame Tank Emitters
Posted by _SSnipe_ on Sat, 28 Feb 2009 00:32:50 GMT
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How can I edit the Flame Tank emitters in w3d viewer to still shot out flames enough to see where they are going..but make it so idk it wont drop my fps that low?>

Subject: Re: Flame Tank Emitters
Posted by ErroR on Sat, 28 Feb 2009 09:05:55 GMT
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you should either decrease the number of particles, or put a max particles number

the number of particles in on the bottom of ur w3d view

Subject: Re: Flame Tank Emitters
Posted by _SSnipe_ on Sun, 01 Mar 2009 17:15:12 GMT
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thanks im try this