Subject: emitters again
Posted by JsxKeule on Sat, 28 Feb 2009 16:24:32 GMT
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i made a emitter in w3dviewer
but how i can add them to game

Subject: Re: emitters again
Posted by ErroR on Sat, 28 Feb 2009 16:36:02 GMT
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depends of what you want to add it to. If it's an emmiter (like flame, chem) then simply rename it, if it's a bullet or roket say.

Subject: Re: emitters again
Posted by JsxKeule on Sat, 28 Feb 2009 16:39:26 GMT
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it shuold be fire of the nuke rocket

Subject: Re: emitters again
Posted by ErroR on Sat, 28 Feb 2009 16:54:01 GMT
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try replacing xg_nuke_cloud.w3d and xg_nukecloud_02.w3d like this:

File Attachments
1) Howto.bmp, downloaded 342 times

Subject: Re: emitters again
Posted by JsxKeule on Sat, 28 Feb 2009 17:13:06 GMT
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how i can rename the box
and what i must write when the emitter name is:
nuke_emitter.dat

Subject: Re: emitters again
Posted by Di3HardNL on Sat, 28 Feb 2009 18:31:24 GMT

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simply rename the box by replacing the text on the right 'box01'
change that to your emitter name.

So in your case replace 'box01' for nuke_emitter.dat? i think it should be nuke_emitter.w3d tho

---

Subject: Re: emitters again
Posted by JsxKeule on Sat, 28 Feb 2009 18:39:50 GMT

and you are sure that i must save it with the name
xg_nuke_cloud.w3d or xg_nukecloud_02.w3d

Subject: Re: emitters again
Posted by Di3HardNL on Sat, 28 Feb 2009 19:08:18 GMT

that's right.. why dont you try before you ask?

Subject: Re: emitters again
Posted by JsxKeule on Sat, 28 Feb 2009 19:49:51 GMT

i have tried but it wont work
thats the reason because i ask

Subject: Re: emitters again
Posted by Gen_Blacky on Sat, 28 Feb 2009 19:56:46 GMT

so if you made myemitter.w3d the aggregate attached to the box would be named myemitter.

Subject: Re: emitters again
Posted by JsxKeule on Sat, 28 Feb 2009 20:06:58 GMT

is there a special way to safe the emitter as a w3d file
because i just can safe them as a dat file when i safe them with the file tab adn then safe settings

---

Subject: Re: emitters again
Posted by Di3HardNL on Sat, 28 Feb 2009 20:08:48 GMT
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wtf is with the dat file?

in w3dviewer choose export then emitter..

Subject: Re: emitters again
Posted by JsxKeule on Sat, 28 Feb 2009 21:07:13 GMT
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why the fuck it wont work
i tell you how i doin:
i edit emitter and save as a w3d file in my skin folder with the name:nuke_emitter.w3d

then i make a box in renx with 0,1 every lentgh call it "nuke_emitter.w3d" and make it in w3d
settings to aggregate

then i export it to my skin folder as a hirachiery model and save it under the name
xg_nukecloud_02.w3d

then i copy the emitter and the emitter box in my renegade/data folder

and it wont work wtf i make wrong

Subject: Re: emitters again
Posted by ErroR on Sat, 28 Feb 2009 21:32:11 GMT
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try renaming the emmiter to e_blalblalbal.w3d might help.. if it starts with e_

Subject: Re: emitters again
Posted by JsxKeule on Sun, 01 Mar 2009 20:51:34 GMT
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ok i tried to make new missles and i have a little success
i know that i have the right file because the missles are now invisble
i think there is another way to save it
can some1 give a pic like the first one how to save missles

Subject: Re: emitters again

Posted by JsxKeule on Mon, 02 Mar 2009 10:52:38 GMT
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come on any1 must know how to make rockets

Subject: Re: emitters again
Posted by ErroR on Mon, 02 Mar 2009 10:54:59 GMT
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my message didn't go thew.. i see. post the emmiter so i can have a look

---

Subject: Re: emitters again
Posted by JsxKeule on Mon, 02 Mar 2009 11:14:26 GMT
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first is the emitter
second is my rocket

```
File Attachments
1) rocket_emitter.w3d, downloaded 89 times
2) ag_rocketl.W3D, downloaded 39 times
```

Subject: Re: emitters again
Posted by crysis992 on Mon, 02 Mar 2009 11:18:18 GMT
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Eh, both are emitters, where is the rocket model o.O ??

Subject: Re: emitters again
Posted by JsxKeule on Mon, 02 Mar 2009 11:26:38 GMT
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why are both emitters
the first is the emitter amde in w3d viewer
the second is my finish rocket

but now it works i forgot to copy emitter to data folder
but it is very small

```
File Attachments
1) rocket.JPG, downloaded 107 times
```

JsxKeule

![minimap]

➕ 150

▮ 150

$ Credits: 9848(
Time Remainir

Subject: Re: emitters again
Posted by ErroR on Mon, 02 Mar 2009 11:41:44 GMT
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attach the texture please
and to clarify, u want this for nuke?

Subject: Re: emitters again
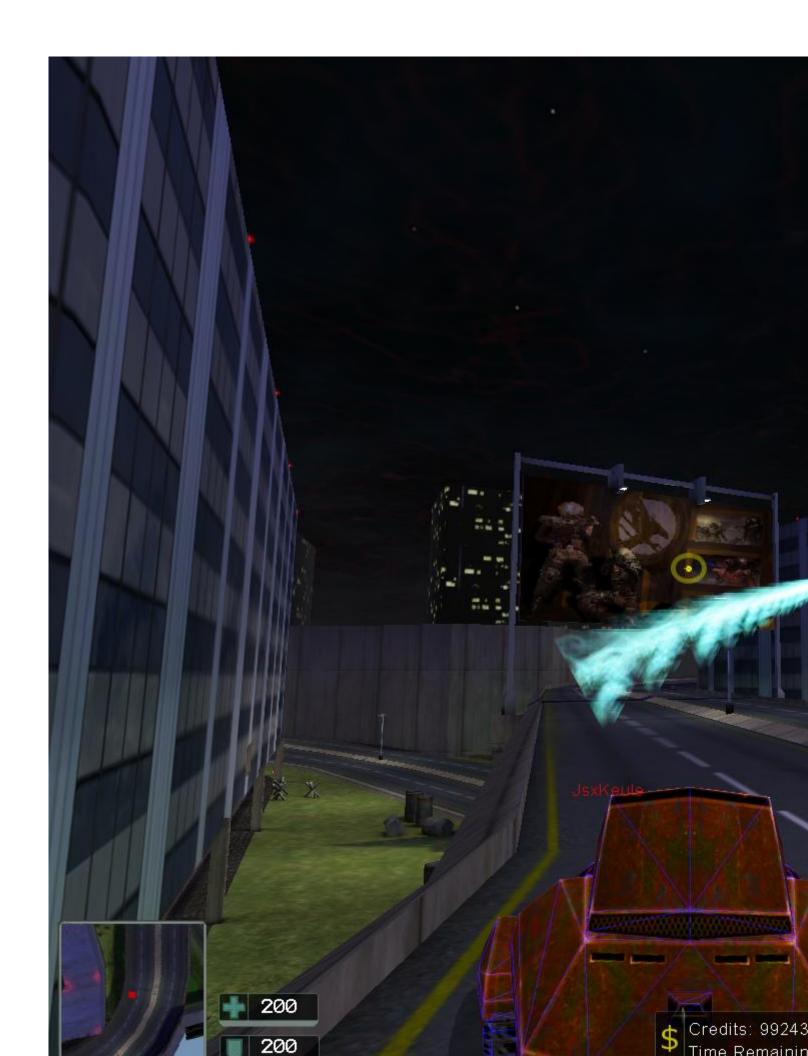Posted by JsxKeule on Mon, 02 Mar 2009 11:52:47 GMT
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yes i want this for nuke and the only reason can be the name why it wont work
because my rockets work
i made it very big not the best but my first

File Attachments
1) rocket.JPG, downloaded 94 times

JsxKeule

200

200

Credits: 99243
Time Remainin

Subject: Re: emitters again
Posted by ErroR on Mon, 02 Mar 2009 11:54:48 GMT
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give the texture (blue smoke)

Subject: Re: emitters again
Posted by JsxKeule on Mon, 02 Mar 2009 11:58:34 GMT
View Forum Message <> Reply to Message

do you want the texture for yourself or for the nuke?

Subject: Re: emitters again
Posted by ErroR on Mon, 02 Mar 2009 11:59:55 GMT
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the emmiter needs the texture

Subject: Re: emitters again
Posted by JsxKeule on Mon, 02 Mar 2009 12:07:17 GMT
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which emitter what do you want

Subject: Re: emitters again
Posted by ErroR on Mon, 02 Mar 2009 12:08:16 GMT
View Forum Message <> Reply to Message

facepalm rocket_emmiter.w3d uses a texture (blue smoke.dds/tga)