Subject: Projectile Emitter
Posted by Lazy5686 on Wed, 14 Aug 2013 01:47:26 GMT
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So I have a projectile model and an emitter model (in .w3d) to go with it. How would I go about attaching the emitter to the projectile? I've been poking around various forums but can't find anything past creating the emitter.

Thanks.

Subject: Re: Projectile Emitter
Posted by NACHO-ARG on Wed, 14 Aug 2013 03:21:11 GMT
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first you load/import your projectile to renx/3ds then create a simple box, name it same as your emiter then click the link button and link the box to your projectile, now dont forget to set the export settings, check projectile for your projectile and chek agregate for the box then export it, if all went well whenever your projectile is loaded ingame the emiter should be loaded too.

Subject: Re: Projectile Emitter
Posted by Lazy5686 on Wed, 14 Aug 2013 14:46:26 GMT
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I keep getting the error in RenX:

Unable to convert: Undefined to type: Integer

Readme says:
1. make sure that if the model file you are importing points at other files (such as a skelleton) that it is in the same folder/mix file as the w3d you are importing

But I have the files both models use in the same folder.

Subject: Re: Projectile Emitter
Posted by danpaul88 on Wed, 14 Aug 2013 16:31:38 GMT
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You don't need to import an emitter into RenX / 3DS Max to use it on a projectile...

Subject: Re: Projectile Emitter
Posted by Lazy5686 on Wed, 14 Aug 2013 19:28:29 GMT
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danpaul88 wrote on Wed, 14 August 2013 09:31You don't need to import an emitter into RenX / 3DS Max to use it on a projectile...
Please elaborate.

Subject: Re: Projectile Emitter
Posted by NACHO-ARG on Wed, 14 Aug 2013 19:38:19 GMT
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Lazy5686, you created your projectile(an sphere) on w3dviewer right? if so, you wont be able to import it in to renx as files created on w3dviewer cant be imported in to renx, your best choice is to create the projectile(poligonal model) on renx and then linking the emitter to your projectile model following the steps i post above, if you still have troubles, post the files i will do the riging work for you.

Subject: Re: Projectile Emitter
Posted by Mauler on Wed, 14 Aug 2013 20:58:22 GMT
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Well first off you will need a bone in the projectile model to attach the emitter to.. simply a box with no export settings..this is also where the emitter will 'emit' from.. it can named anything so long as you remember the name later for linking purposes

Everything at this point requires W3dviewer

Now that you got both files ready open up your projectile model in the the w3dviewer. once loaded drag and drop your emitter into the viewer.. after that you should have expand options for both hierarchy and emitter..

Now expand the hierarchy that contains the projectile model and select it, once selected go to the top menu bar and open hierarchy and click on 'make aggregate' a pop will appear for a name for the aggregate.. press ok when done naming..after that is complete it will automatically place you in the aggregate you just created...again go to the top menu and click on Aggregate, and click Bone management, there will be a pop up with a list of bones, this is the point you'll need to recall the bone name you made earlier in the projectile model... Select the bone and the second option at the bottom of the pop up asks you what to render on that bone.. click on the roll down menu and click on the emitter you loaded up earlier, click attach. At this point you will see the emitter and projectile render together, if you are satisfied with the results we will need to export it, to do so, with aggregate selected.. file>export aggregate, save..

you might want to also check the results of the emitter ingame as well...

When creating a mix, include the aggregate, projectile model and emitter

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