
Subject: I'm on fire.

Posted by [bigwig992](#) on Sat, 16 Aug 2003 06:39:32 GMT

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I know most of you big timers probley think this is no big deal, but I finally took the time to figure out aggregates. I don't know about you, but I was proud when I completed my first project....

<http://www.n00bstories.com/image.fetch.php?id=1157267531>

Subject: I'm on fire.

Posted by [General Havoc](#) on Sat, 16 Aug 2003 09:55:32 GMT

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Human aggregates? Wow never seen that before, so you you catch fire as someone kills you?. That is unless you have made an emitter and not an aggreagate (emitter is the fire).

Subject: I'm on fire.

Posted by [Jaspah](#) on Sat, 16 Aug 2003 13:36:04 GMT

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lol!

Burn the n00bies!

Subject: I'm on fire.

Posted by [Sir Phoenixx](#) on Sat, 16 Aug 2003 13:39:55 GMT

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Neat...

Can you make it emit fire/smoke when someone is shot by a flamethrower? (Like they're on fire?)

Subject: I'm on fire.

Posted by [maytridy](#) on Sat, 16 Aug 2003 14:32:00 GMT

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That would be really cool!

They do catch fire, slightly, but they don't burn into a pile of ash. hehe.

Subject: I'm on fire.

Posted by [pulverizer](#) on Sat, 16 Aug 2003 14:38:01 GMT

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it would be cool when you got "shot"with a flametrower, that you completely burn, your arms, head, legs, and the body.

Subject: I'm on fire.

Posted by [TeMpLaR](#) on Sat, 16 Aug 2003 15:42:16 GMT

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slayerit would be cool when you got "shot"with a flametrower, that you completely burn, your arms, head, legs, and the body.

thats just the way i thought about it
heh slayerke

Subject: I'm on fire.

Posted by [bigwig992](#) on Sat, 16 Aug 2003 17:44:49 GMT

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Well. I made 2 emitters, and used a character model. And I went through all the aggregate bone managment stuff. Is it possible to make an aggregate play on death? I'm pretty sure you want to keep that bone there, so you can't "hide and unhide". It's attached to the head afterall...
