
Subject: Proxy help!!!!

Posted by [Laser2150](#) on Thu, 04 Sep 2003 21:00:16 GMT

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Hey i have this emitter i want to attach to my gmax model. The only way i know of is though a proxy. I can't get to Stonerooks Proxy tutorial snice Modx doesn't work for me

can anyone show me a link or tell me? thanks!

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Posted by [YSLMuffins](#) on Thu, 04 Sep 2003 21:19:35 GMT

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It depends on what type of model it is...emitters only work with tile objects AFAIK, and proxies only work with terrain objects.

Create a 1x1x1 box and give it the name of the emitter, without .w3d and without the ~ (for example, e_flame04). On export options, check Aggregate and Hide. If you want multiple instances of that emitter, you will have to LINK the box with the name of the emitter (with ONLY export GEOMETRY enabled) to another box (with ONLY export TRANSFORM enabled). The box with export transform ONLY enabled is your 'bone'. Be sure to give the bones different names.

I don't remember if emitters work on terrain objects or not, so try first setting up your model as a terrain, and if that fails, set it up as a tile.

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Posted by [Aircraftkiller](#) on Thu, 04 Sep 2003 21:26:27 GMT

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Emitters will work with terrain.

Subject: Proxy help!!!!

Posted by [Laser2150](#) on Thu, 04 Sep 2003 21:44:07 GMT

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i tested and it works! thanks for the help!
