Subject: Emitters and Infantry
Posted by jlhill17 on Tue, 06 Dec 2011 06:47:50 GMT
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Is it possible to attach an emitter to an infantry? If so, how would I do that?

Subject: Re: Emitters and Infantry
Posted by danpaul88 on Tue, 06 Dec 2011 12:22:38 GMT
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Depends, are we talking about modifying the model or doing something with custom scripts?

Subject: Re: Emitters and Infantry
Posted by jlhill17 on Tue, 06 Dec 2011 18:05:57 GMT
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Either way, though I don't know how to make custom scripts. Can a smoke emitter, for example, be added to the model like one can be added to a vehicle? Also, are there any existing scripts in scripts 4.0 that do this?

Subject: Re: Emitters and Infantry
Posted by renalpha on Wed, 07 Dec 2011 21:54:20 GMT
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should be possible. they already do it when you get smoked by a tank as infantry character. In a path beyond your model contains fire if you're being attacked by flame throwers.

Subject: Re: Emitters and Infantry
Posted by jlhill17 on Thu, 08 Dec 2011 23:24:48 GMT
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How do I attach the emitter to the infantry model. I tried but the game doesn't render it.

Subject: Re: Emitters and Infantry
Posted by jlhill17 on Thu, 15 Dec 2011 20:29:20 GMT
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Does anyone know how to attach an emitter to an infantry model to work in-game?