



Sniper's Paradise

Who Loves You Baby!!!

Sniper's Paradise!

[UT] C++ Particle Emitter

EmitterUT was written for Unreal 227e by :...:, and was compiled on UnrealEd2 so he released it for UT.

This Emitter supports:

- Particle emitter.
- Mesh particle emitter.
- Beam emitter
- Weather emitter.
- Fast way of render particles (can support up to 1000 particles with only some small lags).
- In editor preview mode.

Other features:

- Script post render renderiterator for allowing custom UScript mods make some in level actors render something on canvas.
- DistantLightActor, a normal light actor with a different light radius variable type so that it supports unlimited light radius.

Bugs:

- While on preview mode in editor and you duplicate an emitter it will always fail (turn preview mode always off before duplicating).



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