
Subject: Re: how does ea talk about renegade?
Posted by [ErroR](#) on Thu, 04 Dec 2008 13:32:57 GMT
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Jerad Gray wrote on Tue, 02 December 2008 21:13 Then if you reload the emitter and check its line properties:

Its possible that this can't be fixed I suppose, still its a really nice effect that I would like to see working in renegade, but so are primitives.
but i think if u export the emitter it saves the changes, no?
