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Subject: Emitters

Posted by [Jerad2142](#) on Sun, 08 Nov 2009 20:17:56 GMT

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Limit on the line emitter geometry is really annoying, if you guys could knock that up that'd be great.

Also that limit seems to effect all emitters in some way, causing them to disappear, or perhaps draw differently when your camera faces more complex areas of the map.

Here, I'll give you an example, top row is while facing a low poly count side of the map. Bottom row the visible poly count on the map is a bit higher.

I hope you can see the difference >.<

### File Attachments

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1) [fd.png](#), downloaded 742 times



Same weapon, same map, same game, the below pictures I am just facing South instead North, North is facing the maps boundary, while South is looking across a more detailed portion of the map.

