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Subject: Re: Emitters

Posted by [GEORGE ZIMMER](#) on Mon, 09 Nov 2009 06:18:22 GMT

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Yeah, I notice this a lot with repair beams and volt rifles. It gets annoying, especially for mods, when the beam subdivision (and I suppose emitters to if what you're saying means they're related) just doesn't work.

I haven't noticed the emitters thing quite as much, but it'd make sense.

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