
Subject: Emitter Caching

Posted by [Poskov](#) on Mon, 10 May 2010 02:30:19 GMT

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When objects/surfaces are shot at when you first startup ren, decals will appear, but the emitters for those surfaces won't appear until they're shot at for a couple more seconds.

TT should make ren read every emitter (w3ds that start with e_) and preload them when you start a game. It'll take a little longer to load a map, but it'll look better ingame.
