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Subject: Re: Partial Ion Cannon Rings since 4.X Release

Posted by [jonwil](#) on Wed, 02 Jul 2014 14:14:24 GMT

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Turns out some code we had for Ring and Sphere primitives is broken. Its fixed going forward (i.e. mods etc) now and if any future releases are made for Renegade, this fix can be back-ported

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