Subject: Re: how does ea talk about renegade? Posted by Jerad2142 on Tue, 02 Dec 2008 19:11:40 GMT

View Forum Message <> Reply to Message

Saberhawk wrote on Wed, 26 November 2008 13:46Jerad Gray wrote on Wed, 26 November 2008 13:48Dang, looks like at one point the emitter system was fully functional, I Know that there are some pieces that you can no longer use for what ever reason, but I see them using them in that video.

What pieces of the emitters?

Well guess this case in percitular was Primitives, but the entire part of Line Properties is broken in emitters, I know wthis for a fact, the w3d tool doesn't even save changes made to it, as I will show below:

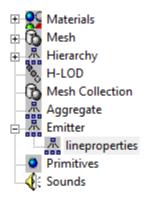
Prior to export:

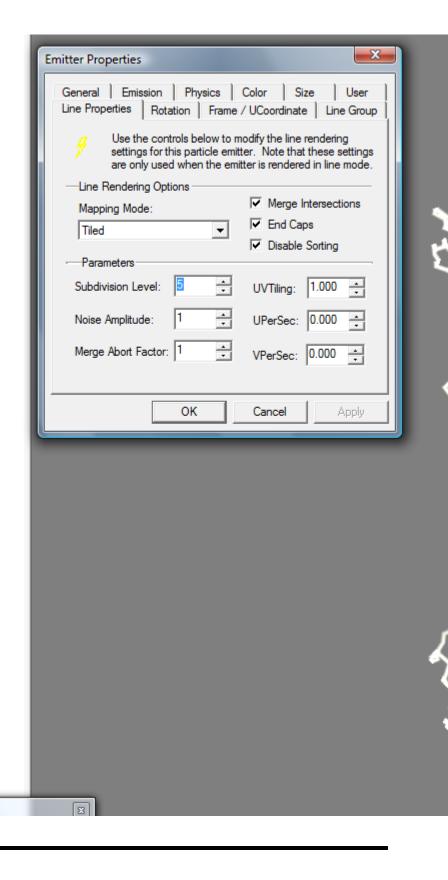
File Attachments

1) linepropertiesbeforesave.png, downloaded 704 times

Page 1 of 2 ---- Generated from

Command and Conquer: Renegade Official Forums





Object controls