

---

Subject: Re: how does ea talk about renegade?

Posted by [Jerad2142](#) on Tue, 02 Dec 2008 19:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Then if you reload the emitter and check its line properties:

Its possible that this can't be fixed I suppose, still its a really nice effect that I would like to see working in renegade, but so are primitives.

#### File Attachments

1) [linepropertiesload.png](#), downloaded 999 times

