
Subject: Flame emitters travelling through walls
Posted by [Kanezor](#) on Wed, 06 Apr 2005 01:17:50 GMT
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flyingfoxah, so there's no way to actually stop the animations (or emitters, whatever) from coming through the walls even though they can't deal damage to anything on the other side? I would imagine that it has to do with Renegade's particle system. If you haven't noticed, smoke doesn't seem to be affected by any walls that it touches..., and acts quite exactly like "flame", whereas it can go through walls.
