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Subject: Re: how does ea talk about renegade?

Posted by [Jerad2142](#) on Tue, 02 Dec 2008 19:11:40 GMT

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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:

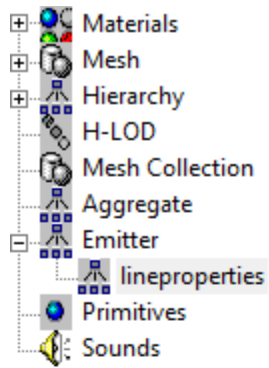
Prior to export:

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### File Attachments

1) [linepropertiesbeforesave.png](#), downloaded 762 times

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### Emitter Properties

General | Emission | Physics | Color | Size | User  
Line Properties | Rotation | Frame / UCoordinate | Line Group



Use the controls below to modify the line rendering settings for this particle emitter. Note that these settings are only used when the emitter is rendered in line mode.

#### Line Rendering Options

Mapping Mode:

Tiled

☒ Merge Intersections

☒ End Caps

☒ Disable Sorting

#### Parameters

Subdivision Level: 5

UVTiling: 1.000

Noise Amplitude: 1

UPerSec: 0.000

Merge Abort Factor: 1

VPerSec: 0.000

OK

Cancel

Apply

Object controls