
Subject: Re: how does ea talk about renegade?
Posted by [Jerad2142](#) on Tue, 02 Dec 2008 19:13:00 GMT
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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 1158 times

