Subject: Re: how does ea talk about renegade?
Posted by thrash300 on Fri, 05 Dec 2008 08:19:07 GMT
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Jerad Gray wrote on Thu, 04 December 2008 08:54ErroR wrote on Thu, 04 December 2008 06:32Jerad Gray wrote on Tue, 02 December 2008 21:13Then if you reload the emitter and check its line properties:

Its possibile 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.
but i think if u export the emitter it saves the changes, no?
It doesn't seem to save the line properties portion part of the emitter, it saves everything but that though.

I made a topic on their forums. Here it is I hope that some of them join.