
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [roszek](#) on Thu, 17 Jul 2014 17:31:06 GMT
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Not sure if this is a bug or something else going on but thought I'd post.

When I aim my camera at a higher amount of polys (not a huge amount) you can see emitters disappear.

kinda looks like lod going on with the emitters but w3d viewer shows no lod. ./ I've seen this happening for quite a while.

Video: <https://www.youtube.com/watch?v=RAy8GHBVID8>

Would be nice to not have this happen.
