
Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Thu, 11 Jan 2007 22:30:39 GMT

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Jerad Gray wrote on Thu, 11 January 2007 14:40Jonwil, I'm sure you remember me complaining about how certain parts of my doors were showing through the outer door, but only if I was using 3.0 3.1 and it didn't happen with 2.9. Will I finally found an object in Renegade that this also happens to.

This can be seen on every map I've tried, but you have to be able to get far enough away from the HON to see it. I will continue looking for an object that better shows this. I hope you will be able to correct what ever is causing it, and it still happens even if you don't have postprocess.sdb in the data folder.

I think I found a better example, but this could be something completely different to so. Ok there is a map called C&C_Fusion1, stand between the ref and power and look at the obelisk, walk toward it and tell me what you see, that red thing in the middle disappears.
