Subject: Re: scripts.dll 3.2 is in progress
Posted by jonwil on Fri, 26 Jan 2007 06:16:12 GMT
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Blame Microsoft for their crappy handling of D3DRS_ZBIAS vs D3DRS_DEPTHBIAS

Also, try disabling write zbuffer on all the meshes in the door and see what happens.

Also, I have just fixed a bug that caused the LFDS to crash with an error message with all scripts 3.x versions.