
Subject: Re: Fixing... Points?

Posted by [R315r4z0r](#) on Thu, 11 Sep 2008 21:56:43 GMT

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XCorrupt69 wrote on Thu, 11 September 2008 12:21 too bad that didn't come after with jonwil's custom scripts which screwed with gfx stuff causing it, please don't talk if you don't know.
...Are you implying that the blue hell bug is a graphical glitch caused because of the scripts?

There are so many things wrong with that..

First of all... Blue Hell IS NOT a graphical bug. It is a physics bug that happens when a vehicle dashes off the map at immeasurable speeds, bypassing all physical collisions and flying into oblivion.

Second of all, scripts don't mess with graphics. Think of a script in a game like a script in a play. They are simply bits of logic that dictate what happens in game. Shaders are what adjusts the graphics and those are a totally separate project. Just because they were released at the same time doesn't mean they are the same thing. And not to mention they are a relatively recent addition to Renegade, where Blue hell has been here since the beginning.

...

XCorrupt69 wrote on Thu, 11 September 2008 12:21 please don't talk if you don't know.

Homey wrote on Thu, 11 September 2008 17:34 As long as I can remember people shot the harv at the start of the game.

This is true, however not with Ramjet rifles.
