
Subject: Re: Fixing... Points?

Posted by [R315r4z0r](#) on Thu, 18 Sep 2008 04:53:03 GMT

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XCorrupt69 wrote on Wed, 17 September 2008 18:40Its happens on every map, ive SEEN the part of the scripts that causes the issues, and it IS graphics related (DX8/9 specifically). The collision physics shit your talking about is not what I was reffering to, but instead blue hell, where suddenly your entire screen just goes blue and you can't see anything but still hear sounds and it seems like you can move (but all you see is blue, not even your vech thats why everyone calls that blue hell). And you will NOT get if you use the 1.037 patch scripts, try it and see. The fact some r4z0r nerd or whatever does some moding, unless he makes scripts3.dll its clear he has no idea about these gfx issues with renegade.

Did you read any of the last 10 posts?!

Blue hell: physics glitch

VIS error: rendering glitch.

VIS error1

VIS error2

You aren't talking about blue hell, you are talking about VIS, and VIS has nothing to do with Scripts. And for the record, neither does blue hell!

*also, I don't mod, I map.
