Subject: Re: Little bugs to fix
Posted by saberhawk on Sun, 11 Jan 2009 03:46:08 GMT

DutchNeon wrote on Sat, 10 January 2009 21:40Was more as joke It isn't really the blue hell you would expect though, as I alrdy described it as a problem in this topic:

http://www.renegadeforums.com/index.php?t=msg&th=30989&start=0&rid=2 2151

Still haven't found a fix on that.

It's basically the same cause however, and has nothing to do with shaders/etc