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Subject: Odd bug with multiple transparent objects  
Posted by [JRPereira](#) on Wed, 14 May 2003 02:25:38 GMT  
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While working on Haunted house 2, I noticed that in some places where I've had multiple transparent objects, Renegade doesn't seem to be reading the placement of the objects properly. The pic below illustrates what I'm referring to.

[http://pjr.unleashed.ws/gamemods/hauntedhouse/v2work/research\\_room\\_2\\_bug.jpg](http://pjr.unleashed.ws/gamemods/hauntedhouse/v2work/research_room_2_bug.jpg)

Does anyone know what could be causing this?

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