
Subject: Re: scripts.dll 3.0 is finally out
Posted by [Slave](#) on Sat, 16 Dec 2006 00:36:43 GMT
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This might be useful...

The scrolling dazzles seem to go in perfect sync with the standard stealth effect. As soon as something stealthy is on your screen, the scroll'n'roll starts. Even the sun, wohoo...

Also, in addition to my previous post, the pipeing of the obelisk clips off way too realy. When you're about 35 meters away from it, it dissapears.

Thats about it,
oh yeah whitedragon, thanks for telling
