
Subject: Re: Scripts.dll 3.1 is out.
Posted by [saberhawk](#) on Fri, 22 Dec 2006 19:49:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

If it's driving you crazy, just imagine what it's doing to me =P

The bullet hole issue has been tracked down, will be testing a fix in bit. It does only happen on ATI video cards (gr8 h8).

Realtime reflections can only happen with an enviromental cubemap being rendered every frame, something which the Renegade scenegraph code does not currently support.

Anti-aliasing not occurring with post processing is a known issue and is actually the reason with why scripts 3.1 had AA dropped in order to make the deadline.
