Subject: Re: Scripts.dll 3.1 is out.
Posted by Jerad2142 on Thu, 28 Dec 2006 05:38:35 GMT
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Another problem I have noticed is that certain shiny objects will show through other objects if you have a Nvidia graphics card. This problem does not occur with 2.92 but with 3.0+.
Example pictures below:

And when you get closer:

And look how thick these doors are!:

File Attachments

1) shaderglitch.png, downloaded 705 times

2) dissappeardistance.png, downloaded 695 times

3) doorlayerthikness.png, downloaded 668 times

N
EVA
075
150
Credits: 10000