
Subject: Re: Scripts.dll 3.1 is out.
Posted by [Renx](#) on Thu, 28 Dec 2006 18:39:29 GMT
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Jerad Gray wrote on Thu, 28 December 2006 13:32The see through door thing I was talking about before happens on at least 4 other objects, one of them is a vehicle.

This happens in normal Renegade too. I've seen repair beams and the repair effect on infantry through walls sometimes.
