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Subject: Re: scripts.dll 3.1.1 is out  
Posted by [Slave](#) on Wed, 10 Jan 2007 17:13:49 GMT  
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just like Comrade, i also faced evil pixels wich refused to die.

Occured using latest scripts and a nvidia based 3d card (xfx 6600gt). I can randomly let this happen is i alt+tab or minimize a lot and then go back ingame.

Also the semi-fix for decals is quite obvious... maybe they could be made a little less floating.

edit: oh yeah, before i forget. is it possible to come up with a fix for the agt trying to shoot purchased nod vehicles inside planes? when the plane is in the sky, and visible for the agt, it tends to hunt it down with no success, redering gdi's defence occupied for quite some seconds. i believe this had to do with the invisible harv bug, but this is one nasty side effect you dont want to face when trying to defend vs a flamer rush.

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