
Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Thu, 11 Jan 2007 21:40:58 GMT

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Jonwil, I'm sure you remember me complaining about how certain parts of my doors were showing through the outer door, but only if I was using 3.0 3.1 and it didn't happen with 2.9. Will I finally found an object in Renegade that this also happens to.

This can be seen on every map I've tried, but you have to be able to get far enough away from the HON to see it. I will continue looking for an object that better shows this. I hope you will be able to correct what ever is causing it, and it still happens even if you don't have postprocess.sdb in the data folder.

File Attachments

1) [ScreenShot17.png](#), downloaded 293 times



And it gets less visible as you get closer

Credits: 10090

2) [ScreenShot18.png](#), downloaded 296 times



3) [ScreenShot19.png](#), downloaded 286 times

And when you
are this far
away it is
no longer visible



Hand of Nod
■■■■■■■■■■

Credits: 10108