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Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Fri, 12 Jan 2007 19:47:12 GMT

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So does anyone know what new feature in scripts.dll is causing objects with second passes to show through each other. I have disabled every setting in bhs.dll, and even removed postprocess.sdb. But it still keeps happening. This bothers me even more the the dazzle effects glitch (because Renhalo uses tons of shiny objects with second passes, and sometimes you are able to see shiny vehicles through the walls and stuff like that).

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