

---

Subject: Re: Flickering meshes

Posted by [R315r4z0r](#) on Wed, 07 Feb 2007 21:34:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It shouldn't be a problem with the scripts. I didn't put the script folder in to the mod yet. (I didn't try this in renegade itself, it is doing it in level editor)

It is doing this in Level editor. And since I am still working on the basic terrain it is in, there are no lights near it.

---