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Subject: Re: scripts.dll 3.2.2 is out

Posted by [Jerad2142](#) on Tue, 08 May 2007 15:57:23 GMT

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Attention Jonwill!

I have found another problem, Alpha Blend seems to have been glitched up, it no longer does transparencies right, it fills the spots that are suppose to be see through with gray (Alpha Test works fine though, actually it always worked better for alpha stuff, but all the same). If you would like to see what I mean, shoot a tree in single player (try level 2). Also, please keep in mine the crash I found with the Random UV mapper.

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