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Subject: Re: Graphics Bug

Posted by [saberhawk](#) on Tue, 19 Aug 2008 03:30:42 GMT

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Stewie wrote on Mon, 18 August 2008 22:27Meh, if you insist. I still think they should be BEHIND the SBH skin though.

The stealth effect draws into the regular system and thus doesn't end up sorted like other alpha-blended objects. Nothing can really be done about this

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