
Subject: Re: Graphics Bug

Posted by [_SSnipe_](#) on Tue, 19 Aug 2008 03:33:39 GMT

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

Saberhawk wrote on Mon, 18 August 2008 20:30Stewie 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 still dont see whats the big deal about this
