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Subject: Re: Sbh Bug

Posted by [saberhawk](#) on Sat, 11 Aug 2012 20:02:01 GMT

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Major-Payne wrote on Sat, 11 August 2012 12:40right, which is why it still happened to me on Field.mix lol

Prove it by filing an in-game bug report with screenshot. As the code currently stands, any material effect (such as the stealth effect) that prevents an object from generating shadows will also prevent projectors (such as those produced by "Terrain Casts Shadows") from rendering on that object. This fix was verified over a year ago and anything that can influence it hasn't changed since then.

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