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Subject: Graphic error?

Posted by [Mauler](#) on Wed, 16 Jan 2013 20:17:12 GMT

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Was playing recently and noticed that the effects for the chem trooper red glass was not rendering ... it did work in 1.037, i was wondering if we can get that effect back... also noticed it did the same for textures set as 'additive'

here is a screenshot of the error, pre 4.0 it rendered the shadow on the ground as a red colored shadow...now it's not there.