Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Mon, 07 Jul 2014 19:51:15 GMT

Is the goal to fix all shader combinations that don't fog or just the obby one, because I'd noticed many over the years and might be able to put together a map with at least a few of the main ones.

I will begin testing on the master branch later this after noon, doing some work on my server (laptop) right now that has it in a state of not being able to host my test maps.