Subject: Re: Work is being resumed on scripts for Renegade
Posted by Jerad2142 on Tue, 08 Jul 2014 01:27:17 GMT

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jonwil wrote on Mon, 07 July 2014 19:23In that video are you referring to the flash of green or so that happens when you shoot and expands outwards from where you are?

Yeah, that circle primitive should be appear from the object destroyed not my character, it happens really bad with sam sites as well (yellow in that case). But I could have swore it doesn't happen if you get really close to them, or maybe you just have to look away and it doesn't happen.

Also the helicopter in that room has some serious bug with its AI, it keeps flying up through the walls of the cave and stuff, I'm pretty sure it used to always center itself before flying out, made it easy to hit with the rocket launcher.

The sniper rifle's textures are also flickering in that room (in first person) I feel like its the same type of clicker NVidia cards had back in 3.4.4.