
Subject: Re: Work is being resumed on scripts for Renegade
Posted by [dblancey1](#) on Tue, 08 Jul 2014 03:27:47 GMT

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Another map with some pretty substantial visual glitches on 4.1 that I don't recall on 4.0 is deth_river. When exiting the tunnel by the nod refinery there is strange flickering and missing meshes. The obelisk fog thing can also be seen on here if you look towards nods base from nods tiberium field.
