
Subject: Re: Collecting ALL outstanding scripts issues

Posted by [jonwil](#) on Wed, 18 Feb 2015 22:00:21 GMT

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I have added some fixes that fix the color/shader issues with the ring primitives (like p_shockw02.w3d) and also some fixes for the sphere primitives so they appear in the correct place.

These will be in the next scripts build when it hits.
