
Subject: Re: scripts.dll 3.0 is finally out
Posted by [R315r4z0r](#) on Fri, 15 Dec 2006 00:28:21 GMT
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OK, after playing around in renegade a bit, I noticed a few problems. Some textures are like.. gone and that WW logo texture is REALLY Bright and makes it look weird.

And another problem was that scorch marks and explosion marks have clipping errors with the terrain. They like flicker back and forth between the terrain's ground and the mark. Kind of annoying to look at, but other than that, everything works great.
