Subject: Re: scripts.dll 3.1.1 is out
Posted by Zion on Mon, 08 Jan 2007 12:29:37 GMT

In the tunnel for those who can't see it.

To me, it looks like a vis error, that's in the map not in scripts.

Another thing i noticed was that FRAPS displayed that there was 42 frames per second in one of those images, yet Renegade was displaying that there was only 20 frames per second. What's going on there?