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Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Mon, 08 Jan 2007 14:25:32 GMT

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I think I said something about this before:

Jerad Gray wrote on Wed, 27 December 2006 22:38: Another problem I have noticed is that certain shiny objects will show through other objects if you have a Nvidia graphics card. This problem does not occur with 2.92 but with 3.0+.

Example pictures below:

And when you get closer:

And look how thick these doors are!:

This only happens if I have scripts 3.0, 3.1, or 3.1.1 in my renegade data directory.

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