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Subject: Re: scripts.dll 3.1.1 is out  
Posted by [TD](#) on Mon, 08 Jan 2007 16:03:57 GMT  
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Merovingian wrote on Mon, 08 January 2007 13:29In 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?

More places act weird like that in more maps, not only there in the tunnel from that angle. I am not running fraps, I'm running ATI Tray Tools, bout the different FPS, the FPS refresh frequency is different than in renegade.

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