
Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Fri, 12 Jan 2007 13:30:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Wed, 10 January 2007 06:29TSS888, I suggest you go into the bhs.dll config options and disable shaders completly.

I have disable shaders completely and restart renegade but the problem still persists (flickering bullet marks). Nopol says he has the same problem as me.

Can you please, please fix this? It would be so much less distracting.
