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Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Tue, 16 Jan 2007 19:36:28 GMT

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nopol10 wrote on Mon, 15 January 2007 03:29Jerad Gray wrote on Sun, 14 January 2007 10:23nopol10 wrote on Sat, 13 January 2007 19:12I get the same exploding models bug again, but note that this version comes with a glowy bar on top...

You didn't tell what type of graphics card you have. Does it happen to all infantry, or just the GDI soldier?

Forgot to add that the exploding thingy happened to all vehicles and weapons. It's not the infantry that is actually exploded. Sometimes the terrain is totally missing on other maps.

Actually I think I've seen something like it before, but I can't quite think of what was causing it...

Now I remember it was on a game called Homeworld: Cataclysm. It happened on my friends ATI graphics card, in the end we got it fixed; we had to patch the game. When I get home I will read the readme file in Cataclysm and see if they specified what was causing it. If they do I will get back to you guys.

As for the missing terrain, when I installed Renguard, and had some missing terrain, on field and a few other maps. In the end I reinstalled the game and everything was fine.

Another thing that could be happening is, do if you mod Renegade, if you do, have you ever tried making you own soldiers. Will that almost looks exactly like what happens if you do not WW space wrap (I think that's what it is called) the meshes correctly. Of course if you haven't modded Renegade that's not what is happening.

Regardless, it would be helpful if you would tell us what the computers graphics card is (if you simply don't know how to, all you need to do is go into "Control Panel" double click on the "System" icon (if in classic view) click the "Hardware" tab, click "Device Manager" open "Display Adapters" and there it is. It's as simple as that!).