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Subject: Re: scripts.dll 3.1.1 is out  
Posted by [R315r4z0r](#) on Wed, 17 Jan 2007 21:51:15 GMT  
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Awesome, you fixed the Flare problem.

Here is a texture problem I have been getting (Got it from all versions)

I just thought it was already notified, but since it isn't fixed over 3 versions I will post screenshots:

Notice, that the normal texture is there, but it is over lapped with the default "You don't own this texture" Big white W.

(That is my map Death Pass. I have also noticed this problem on a few other maps, such as Siege)

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