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Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Wed, 31 Jan 2007 15:43:54 GMT

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jonwil wrote on Thu, 25 January 2007 23:16

Also, try disabling write zbuffer on all the meshes in the door and see what happens.

I disabled zbuffer and it went transparent like that all the time.

Enabled zbuffer on second pass, became completely transparent.

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