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Subject: Re: scripts.dll 3.2 WIP update

Posted by [Jerad2142](#) on Sat, 10 Feb 2007 16:48:43 GMT

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jonwil wrote on Sat, 10 February 2007 02:21 Add zbias to whichever texture mappers require it in order to fix the problem jerad was having with his doors

I am so happy, I am currently working on level 11 and I wasn't going to make anything shiny, but now. Thanks!!!!

tankkiller wrote on Sat, 10 February 2007 07:25

On a side note, I wonder how EA is going to feel we are putting so much in a stoneaged enigne. Who cares what EA thinks, they killed Renegade 2.

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