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Subject: Re: scripts.dll 3.4.2 is out

Posted by [Jerad2142](#) on Mon, 13 Aug 2007 22:40:18 GMT

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Okay that that your texture filter is set to Trilinear, I have noticed that the shader effects act differently under Bilinear. For example: if it is set to Bilinear it seemed to Improve the problem I was having with my "blast doors glitch" but who know, it could also cause problems with Alpha blend and stuff. Also make sure that the Lighting Mode is set to Multi-Texture Lightmaps. And keep in mind that some times when renegade crashes it will knock the the texture filter down to Bilinear and probably the same for the lighting mode.

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