
Subject: Re: Work is being resumed on scripts for Renegade

Posted by [Mauler](#) on Mon, 07 Jul 2014 00:27:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

another couple of bugs

LOD models not receiving lighting past .00 models (not sure if fixable, was present in 3.4.4)
http://www.renegadeforums.com/index.php?t=msg&goto=485908&#msg_485908

Animations for tile props twitch.. for example you shoot a barrel and explodes and I guess the last frame of the animation twitches and loops for ever.. Not sure if it only affects files with damage animations but has been bugging me for awhile!

here is a video <https://www.youtube.com/watch?v=DUiKYekL1E0>
