
Subject: Re: Collecting ALL outstanding scripts issues
Posted by [Jerad2142](#) on Thu, 19 Feb 2015 07:13:49 GMT
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jonwil wrote on Wed, 18 February 2015 15:00I have added some fixes that fix the color/shader issues with the ring primitives (like p_shockw02.w3d) and also some fixes for the sphere primitives so they appear in the correct place.
These will be in the next scripts build when it hits.

It looks amazing, not only does the shockwave not float there in the air like a dumbass anymore but the sphere shockwave appears at the correct location.
