
Subject: Mission 'All Brains, No Brawn' mesh occlusion/culling problem

Posted by [Omar007](#) on Thu, 29 Jan 2015 21:01:39 GMT

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When you have to escort Mobius back to the surface, you reach an area where you can enter the bathrooms.

This bathrooms are not rendering properly until you walk completely into them.

Toggle Spoiler

If you then walk back out of them, the area you came from is rendering incorrectly.

Toggle Spoiler

Save file of the area in question attached as well.

File Attachments

1) [Screenshot.2.png](#), downloaded 795 times



+ 020

2) [Screenshot.4.png](#), downloaded 759 times

A dark red, textured wall with a diagonal line. A small red cross icon is visible on the wall.

+ 020

3) [quicksaveB.sav](#), downloaded 220 times
