
Subject: Re: final scripts.dll 3.0 changelog and big secret feature announcement
Posted by [Blazea58](#) on Fri, 17 Nov 2006 08:42:02 GMT

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Wow this is really good news, im happy to see all these new scripts and features making it in, just in time for "next generation gaming. I like the picture of the mammoth tank as that shows the true potential of this new shader support.

Trust me, regular environment/bump just isn't the same. It can be good but doesn't work the same on the polygons/sun direction. I'd like to see better examples being used though like a picture of a metal beveled wall with it.

Other than that, i am already starting on a next gen feeling map with many more polygons/ higher texture sizes, and of course the old bump/reflect but now i can really improve on that aspect.

Other than that good work on the rest of the stuff, i am glad to see the progression going, as i noticed there wasn't any posts about scripts for a long time. For now i guess its back to the drawing board until these features are released.
