
Subject: Re: scripts.dll 3.0 is finally out
Posted by [dudley](#) on Thu, 14 Dec 2006 10:18:56 GMT
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"With scripts.dll 3.0, you MUST put the d3d8.dll in your renegade folder along with bhs.dll, scripts.dll and shaders.dll." <-- did that

"bhs.dll failed to load, error = 126" <-- result
