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Subject: Re: scripts.dll 3.0 is finally out

Posted by [cheesesoda](#) on Thu, 14 Dec 2006 17:41:44 GMT

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jonwil wrote on Wed, 13 December 2006 21:52 With scripts.dll 3.0, you MUST put the d3d8.dll in your renegade folder along with bhs.dll, scripts.dll and shaders.dll.

Not doing so (either on the client or the FDS) WILL cause problems. Using any other d3d8.dll (such as rend3d9) other than the one in this zip file

WILL cause problems.

Why the fuck would you do that? Let's just be a Nazi!

Oh, and as for the saberhawk thing... if you think it could have been done faster, why didn't you do it? You obviously think you're capable by how much you build yourself up.

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