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Subject: Re: scripts.dll 3.0 is finally out

Posted by [vloktboky](#) on Fri, 15 Dec 2006 05:54:46 GMT

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Any child can find a piece of glass to play with. That doesn't excuse you for handing it to them. It's a cruddy analogy, but it serves its purpose. If your mission for this project is still to offer people tools with which to build their ideas on top of this game, that noise you hear is the shoulder. Look, if you are going to put so much focus on shader implementation, help them make/put them in the game. Your current means have the impression of you throwing them into the lion's den. And the above cries enforce that. Don't try to dismiss this garbage like it's no big deal. If you want to be a phony, go to town. But don't bring these people with you. Let them play their games. I don't know what you think, but that is sort of the whole point of them running Renegade.exe. Saberhawk: fix problems. Don't introduce them. Damn it, that's first grade shit. Hide it and aid them with special procedures and arguments. If you had taken the time to do that in the first place, you may not be seeing so many unhappy faces.

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