
Subject: Re: scripts.dll 3.0 is finally out

Posted by [\[NE\]Patriot](#) on Sun, 17 Dec 2006 01:14:42 GMT

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Yes!

Wonderful, that worked. Thanks jon.

Let it be known that anyone using Vista needs to install d3dx9_30.dll to their Windows > system directory.

Also, I haven't noticed any bugs other than the drunken-obelisk thing. And the flickering bullet-holes. Although, My bullet holes are smiley faces, and the flickering actually makes them look better, in a way. Other than that, I haven't noticed anything wrong, but I'm not exactly looking for bugs, those are just what I've seen everyday gameplay. And yeah, I run Vista RC1 Build: 5600 [32-bit].
