
Subject: Re: scripts.dll 3.0 is finally out
Posted by [icedog90](#) on Tue, 19 Dec 2006 08:44:40 GMT
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It's really nice so far... like the improved shadow resolution:

But just like what everyone else is reporting, there are post-processing bugs. I only tried the game for about 5 minutes, so this is the first one I've encountered:

I noticed that a few other people had this same problem with this. Overall though, I think you guys did some great work here. Just fix the bugs.

File Attachments

1) [shadow.jpg](#), downloaded 355 times



2) [glitch.jpg](#), downloaded 345 times

