
Subject: Re: scripts.dll 3.0 is finally out
Posted by [jonwil](#) on Tue, 19 Dec 2006 13:47:04 GMT
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Whilst I have good knowledge of many areas of the renegade engine, my DirectX shader knowledge is practically non existant. I could never have pulled off all the great stuff in d3d9 and shaders.dll without Saberhawks help.
