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Subject: Re: Scripts.dll 3.1 is out.  
Posted by [R315r4z0r](#) on Fri, 22 Dec 2006 04:40:05 GMT  
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I was having problems with the 3.1 shaders.. and I reverted back to 3.0

I would be playing the game, when all of a sudden, all viable textures on the terrain would either disappear or stretch out of proportion. And it was happening quite frequently too. I noticed it on walls flying.

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