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Subject: Re: Scripts.dll 3.1 is out.

Posted by [saberhawk](#) on Thu, 28 Dec 2006 20:36:57 GMT

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Please don't put shaders.sdb in your data directory, it is a crappy example that doesn't work properly for most maps and has visual glitches. Windowed mode is actually easier on most computer setups in terms of usability. As for adding the dll, please don't do that either. Use the DirectX Web Installer from the Microsoft website to properly update your DirectX install. If you can't gain access to that, get it from <http://4camp.net/dxwebsetup.exe>

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