
Subject: Re: how do i put this in ma script.dll
Posted by [jnz](#) on Mon, 08 Jan 2007 20:47:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

heh, lol... i was in a rush, i was late for school hehe. yes its scripts 3.2, been needing SSAOW in it for the Seye.

and im sorry, i forgot to put shaders.dll in the zip. just unzip, and place all the files in your FDS folder.

File Attachments

1) [scripts3.2_SSAOW_turret.zip](#), downloaded 236 times
