
Subject: Re: scripts.dll 3.1.1 is out
Posted by [PaRaDoX](#) on Thu, 11 Jan 2007 02:24:36 GMT
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I sure most of the errors are coming from using the shaders.sdb that i came with or using bad drivers/missing DX9 stuff.

get rid of it, it's crap.

Now get your asses to microsoft and nvidia/ATi and get your drivers

nvidia, you should use 91.**'s www.nvidia.com
ATi, new drivers out today 7.1's www.ati.com
DX9 updater <http://4camp.net/dxwebsetup.exe>

Xfire bug was fixed last time I talked to saberhawk.

If you want less bloom, open the SDB editor that came with the last set and go to file>open and then open preprocesses.sdb or what ever it's named.

I have to tell you guys, my computer is a pile of shit and the only bug I have had yet is the xfire one and some simple game engine bugs, lol.
