

---

Subject: Re: scripts.dll 3.1.1 is out  
Posted by [danpaul88](#) on Thu, 11 Jan 2007 20:59:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

PaRaDoX wrote on Thu, 11 January 2007 02:24I sure most of the errors are coming from using the shaders.sdb that i came with or using bad drivers/missing DX9 stuff.

SaberHawk already mentioned that shaders.sdb is not meant to be used, it was included as an example only. Only postprocess.sdb should be in your data folder from the scripts download

---