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Subject: Re: scripts.dll 3.1.1 is out

Posted by [danpaul88](#) on Wed, 17 Jan 2007 23:49:26 GMT

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You know, I have yet to actually find anywhere that says which files you should and should not use... I just took a best guess when 3.0 first came out, and you later pointed out that shaders.sdb shouldn't have been used.

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