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Subject: Re: scripts.dll 3.2 is in progress

Posted by [Jerad2142](#) on Fri, 26 Jan 2007 00:33:02 GMT

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jonwil wrote on Thu, 25 January 2007 17:18No plans for a multi scripts loader.

If you have changes to engine.cpp, I am more than happy to consider pulling them into my code

As for the transparent metal glitch, that is the result of differences between Direct3D8 and Direct3D9 and cannot be fixed.

They will not work together.

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