
Subject: Re: scripts.dll 3.1.1 is out
Posted by [Slave](#) on Tue, 30 Jan 2007 18:29:34 GMT
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This is the place to report bugs right?

I found yet another one, its not really severe, but i just felt like bringing it to attention. Who knows what other related bugs can be fixed in the progress.

I tested it on 2 computers, both with the latest mix of scripts: The visceriod has 3 scrolling textures over it, one of them always looks pixelized. Like this:

I dont know if this is a magic twist in faith and if it only happens on my computer.

If this is one of those dx9 unfixable problems, no big problem, there are bigger bugs to worry about.
