
Subject: Re: scripts.dll 3.2 is out

Posted by [Jerad2142](#) on Mon, 09 Apr 2007 18:50:14 GMT

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Slave wrote on Mon, 09 April 2007 12:48The exit problem does not occur at my computer, but then again, neither do all the shader effects. I made sure they were enabled at the options menu. They worked before, and i double checked if all the files were in place.

Meh, ill wait for the installer, too many files to make sure i didn't just miss one.

All .FX files and both shaders and scene_shaders appfix packages go into the data directory. The rest of the dll files go into the game directory.
