Subject: Re: scripts.dll 3.2 is out
Posted by Jonty on Mon, 09 Apr 2007 19:28:47 GMT
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The new shaders look pretty good, although I couldn't get them to work until I saw Jerad's post up there. ^^
One problem however, odd shapes have started appearing on my tanks.
I'm getting the missing bits too.

File Attachments
1) shadererrors.png, downloaded 967 times