
Subject: Re: scripts.dll 3.2 is out
Posted by [Jonty](#) on Mon, 09 Apr 2007 22:05:03 GMT
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OK, so I fixed the weird arrows (thanks Slave), but it's kinda slow now. I thought there were supposed to be loads of performance enhancements, that may even make it faster than stock Renegade? 'Cause over here I get 75fps average on 1280x1024 and 25fps average with shaders enabled.

Also, I'm guessing the only vehicles that have the fancy light effects are ones that have been mapped, or something, which would explain why nothing seems different when I put it in APB.
