
Subject: Re: scripts.dll 3.2 is out
Posted by [jonwil](#) on Tue, 10 Apr 2007 00:30:13 GMT
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Only the mammoth and flame tanks have the normal mapping. If you don't want it, delete shaders.sdb.

The guy who reported the slowdown, please post your system specs here.

As for all the various crashes, I am going to look into them and figure out just WTF is going on. Beta testing WAS carried out on various builds of 3.2 (including a bunch of testing alongside the APB 994 betas).
