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Subject: Re: scripts.dll 3.2.2 is out

Posted by [saberhawk](#) on Mon, 30 Apr 2007 00:11:36 GMT

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Canadacdn wrote on Sun, 29 April 2007 09:21 Does this mean all the normal maps I had set up in 3.2.1 are now useless?

Shaders are guaranteed not to have different SDB requirements between bugfix versions. The default settings in sdbedit.exe for the normal map shader in 3.2.0 and 3.2.1 however were wrong and the proper defaults were put in place.

hog654321, JohnDoe: Upload the latest crashdump.txt that you have.

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