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Subject: Re: scripts.dll 3.4.2 is out  
Posted by [saberhawk](#) on Fri, 17 Aug 2007 16:14:33 GMT  
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Tunaman wrote on Fri, 17 August 2007 02:52

The code is fucked up yes, make sure that your textures have the same height and width. If you'd like for me to fix these bugs I could make a custom shaders.dll for you(I made one for myself that fixes a few things and adds new stuff too) but it might take a little while.

It's more important that the image dimensions are powers of two than the same width and height. Powers of 2 are 1,2,4,8,16,32,64,128,256,512,1024,2048,etc etc etc. Mix and match any of them at will.

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