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Subject: Re: scripts.dll 3.4.2 is out  
Posted by [Tunaman](#) on Fri, 17 Aug 2007 16:38:27 GMT  
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I know that, the code in shaderhud.cpp takes the width(I believe) and assumes that the height is the same.. I figured this out the hard way. :\ I don't know why I said the code was all messed up though, I guess I was kinda tired and in a hurry.  
I want to clean up my code a little bit and then I'll post the source. ^^

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