Subject: Re: scripts.dll 3.4.2 is out
Posted by Cunin on Fri, 17 Aug 2007 16:40:01 GMT
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Saberhawk wrote on Fri, 17 August 2007 11:14Tunaman 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.
So i'll maybe need to add pixels to the textures so they can be square-shaped and with a power of 2 width and height to fix it?