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Subject: Re: scripts.dll 3.4.2 is out

Posted by [Carrierll](#) on Fri, 17 Aug 2007 20:11:01 GMT

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Saberhawk wrote on Fri, 17 August 2007 17:14 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.

2, 4, 8, 16, 32, 64, 128, 256, 512, 1024, 2048, 4096, 8192, 16384, 32768 (those are from memory... pointless or what?)

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