Subject: Re: Changelist for scripts.dll 4.0
Posted by saberhawk on Fri, 24 Oct 2008 19:51:07 GMT

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MGamer wrote on Fri, 24 October 2008 14:24Quote:TextureClass *Create_Render_Target(int width, int height, WW3DFormat format); //Create a render targetwhat does this means o.o

The changelog is rather inaccurate right now, but that function used to create a render target texture for shader developers to use in advanced effects. It's done by a different function now.