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Subject: Re: Introducing Tiberian Technologies!  
Posted by [saberhawk](#) on Mon, 13 Apr 2009 19:58:55 GMT  
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Lone0001 wrote on Mon, 13 April 2009 15:37Saberhawk wrote on Mon, 13 April 2009  
04:52Lone0001 wrote on Mon, 13 April 2009 04:38As far as I know Shaders and stuff like that is  
going to be a separate download from Scripts 4.0.

shaders.dll and the Direct3D9 code is an integral part of scripts 4.0, it is not going to be a  
seperate download. \*However\*, the features that shaders.dll provides are well tested and cause  
no issues with older/slower hardware. In any case, they will be off by default.

Oh thought someone from the TT team said it was going to be, w/e.

Yeah, the shaders themselves and any textures they use (aka the extra shiny effects) are going to  
be an optional download. However, the thing needed to actually run those effects won't be.

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