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Subject: Re: not tt related

Posted by [saberhawk](#) on Tue, 09 Jun 2009 01:22:25 GMT

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resistor1 wrote on Mon, 08 June 2009 20:51 could you explain to me how they implemented that into 3.4.4? editing scripts.dll, shaders.dll, or d3d8.dll ?

They == us. It was implemented with various low-level patches to Renegade's executable memory (aka the code from exe that was loaded into memory). There is little to no chance that you can get the same effect without scripts 3.4.4. Just make a post in Technical Support about your issues with 3.4.4 and I'd be glad to help with fixing it.

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