
Subject: Re: Stuff that is incompatible with scripts 4.0
Posted by [saberhawk](#) on Mon, 21 Mar 2011 03:10:20 GMT
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Generalcamo wrote on Sun, 20 March 2011 10:24: What about custom shaders? I have a HUD that uses this. If it is a problem to you guys, maybe you should make a customshaders.dll or something like that that can be disabled in servers that do not want building bars.

Any shaders.dll mods will need to be ported to 4.0 as there are a few *years* worth of code changes since 3.4.4 (which was released 09/13/2007 by the way)

HaTe wrote on Sun, 20 March 2011 21:20: Why won't RR be compatible?

Because RR attempts to take over pieces of code which are possibly no longer called (because we took over everything that called said code) or have been taken over by us so other things don't break.
