

---

Subject: New Scripts Question

Posted by [Dave2916](#) on Sat, 12 Nov 2011 22:13:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi

So today I tried out the new scripts. I found that my deathlink hud with building bars didnt work (fair enough). So I went to try the standard shaders for the deathlink hud without bb's and it threw a an error msg at me when I put the shaders in.

Firstly is this normal? Does the new scripts change something in the shaders on installation?

I saw some skins do work, like my gdi vs nod pack that I've been using for many years as I'm colourblind, but some do not like my bullet tracers and shell tracers. Again is that normal?

Kind regards,

---