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Subject: Scripts.dll 3.1.4 -> Invisible console messages  
Posted by [danpaul88](#) on Mon, 19 Mar 2007 19:43:56 GMT  
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I recently upgraded most of the components in my PC, including the graphics card, and I have noticed that console messages (the purple/pink ones) cannot be seen, and when I type ` to open the console I can't see what I am typing, although it does work as I entered fps and hit enter and the fps display appeared.

I am guessing this is a bug with the shaders code, I have not seen it reported anywhere else, but if you already know about it then feel free to ignore this.

I am using;  
Windows Vista Business Edition  
GeForce 7600gt 256mb  
scripts.dll 3.1.4 (without bloom)

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Subject: Re: Scripts.dll 3.1.4 -> Invisible console messages  
Posted by [Crow3333](#) on Mon, 19 Mar 2007 19:56:41 GMT  
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I am using the Geforce 7600 GT too. I have two of them set up in SLI mode and the gameconsole works fine. But i am using XP prof... maybe Vista is the problem.

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Subject: Re: Scripts.dll 3.1.4 -> Invisible console messages  
Posted by [danpaul88](#) on Mon, 19 Mar 2007 20:52:04 GMT  
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dont forget vista uses DX10, which might be the cause of it

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Subject: Re: Scripts.dll 3.1.4 -> Invisible console messages  
Posted by [Cat998](#) on Tue, 20 Mar 2007 07:16:06 GMT  
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hey danpaul, I've got the same problem here, seems to be a bug with Vista OS :/

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Subject: Re: Scripts.dll 3.1.4 -> Invisible console messages  
Posted by [Jonty](#) on Tue, 20 Mar 2007 07:54:13 GMT  
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I've been getting this too.

(Yes, I use Vista)

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Subject: Re: Scripts.dll 3.1.4 -> Invisible console messages

Posted by [Jerad2142](#) on Tue, 20 Mar 2007 16:42:48 GMT

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Well it must be vista then, because it works fine on 5200 FX, 6200, 7300, and 7600 (I will check 7950 when I get home).

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