Subject: Re: scripts.dll 3.0 is finally out
Posted by R315r4z0r on Tue, 19 Dec 2006 02:41:04 GMT
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TSS888 wrote on Mon, 18 December 2006 21:04A suggestion, Jonwill, there would be a simple and easy method to make your scripts easy to install enough for most people who don't know a thing about shaders (including me)

Just make folders like these in your archive:
"Copy to Rene folder"
"Copy to data folder"
"Copy to XXXX folder" (if any)
"Source files"
"Readmes"

I believe this would make everything much more simpler .

or simply make an installer..