Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by IronWarrior on Tue, 19 Dec 2006 16:30:17 GMT

EvilWhiteDragon wrote on Tue, 19 December 2006 10:15IWarriors wrote on Tue, 19 December 2006 16:25You gonna make this one an installer.exe and give it an unstaller aseell? Because I dont fancy formating my xp drive again.
You could have ofcourse just removed the newly added files...
And if it still not works you've overwritten your original scripts.dll.

I did that... and trying to find whats a added file outta the normal ones aint easy.

I removed scripts 3.0 then installed 2.9.2, the thing still wouldnt work, unstalled Renegade, went to re-install.. kept crashing.

I believe the problem is the new shader stuff.