Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)
Posted by Jerad2142 on Wed, 20 Dec 2006 06:40:23 GMT
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jonwil wrote on Tue, 19 December 2006 05:33Code in shaders.dll to do stuff when the scope is activated, deactivated or changed.

Sorry for bugging you if this is going to fix what my previous post is about, I didn't see it when I looked through your post.