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Subject: Re: scripts.dll 3.1.1 is out

Posted by [Jerad2142](#) on Thu, 18 Jan 2007 02:08:54 GMT

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danpaul88 wrote on Wed, 17 January 2007 16:49 You know, I have yet to actually find anywhere that says which files you should and should not use... I just took a best guess when 3.0 first came out, and you later pointed out that shaders.sdb shouldn't have been used.

I have yet to see where it said it should, but I also took a guess and put them in the data folder.

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