Subject: Re: Looking for people who had graphics problems with 3.x
Posted by TruYuri on Mon, 23 Jun 2008 00:56:36 GMT

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Saberhawk wrote on Sun, 22 June 2008 17:55TruYuri wrote on Sun, 22 June 2008 19:49Saberhawk wrote on Sun, 22 June 2008 19:45Those aren't even the full shinies

They better not be! Although that updated lightshader is magnificent.

Will you be making a post similar to jonwil's 4.0 changelog, showing us the new and updated shaders? Or will they remain hidden for the now?

A changelog post? I don't even remember what I've changed anymore

(Seriously. I started work on shaders 4.0 about two months after 3.4.4 was released, well before any new version of scripts.dll was in the works)

Nah, not a changelog. I mean visually showing us new/improved shaders all in a "megapost" if you will. Screenshots, etc.