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Subject: Re: Star Dust Advanced Guard Tower Is Under attack !!!

Posted by [saberhawk](#) on Sun, 22 Feb 2009 18:19:28 GMT

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Karandras wrote on Sun, 22 February 2009 05:07The only thing even remotely good about that video was the shaders, and that wasn't even his work. Although that level of shading will probably be implemented in Ren40k.

I'm going to recommend \*against\* that at this time. Shader databases created for scripts 3.4.4 are \*not\* compatible with scripts 4.0 and there will \*not\* be a converter tool because of fundamental differences in the way shaders are handled.

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