

---

Subject: Re: So when Scirpts 4.0 comes out, is it going to be required?

Posted by [TruYuri](#) on Tue, 31 Mar 2009 21:06:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Di3HardNL wrote on Mon, 30 March 2009 12:09I think there is one problem with 3.4.4 or higher which can't be fixed by TT.

Thats for people that use 32MB video cards or lower. I had that card to a while back and when I started a map in Renegade while using 3.4.4 it instantly crashed.

Only when I got a new card (256 MB) it suddenly worked fine

But luckily most people have better cards then 32MB these days, but could still be a problem for some players which doesn't

I have doubts that it was just the memory capacity, if you're going from something with 32MB of VRAM to 256 you're likely going over many other things concerning the GPU, such as VRAM type (GDDRx), shader model, etc.

---