Subject: Re: scripts.dll 3.2 is out
Posted by Jerad2142 on Tue, 10 Apr 2007 13:07:37 GMT
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I am working on finding which script is crashing the game.

Never mind it would seem that it crashes whenever a certain effect on a model happens, so I guess that may computer was correct in saying it had to do with shader.dll. I will figure out what effects have to be applied to cause this crash.