Subject: Re: scripts.dll 3.4.2 is out
Posted by Cunin on Fri, 17 Aug 2007 15:32:59 GMT

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Cunin wrote on Thu, 16 August 2007 14:29
EDIT:
I forgot to mention that I'm just using hud.ini with Renegade, and the texture format is either hud
or tga, I get same results.
I obviously meant dds not hud lol sorry.

Tunaman wrote on Fri, 17 August 2007 02:52
The code is fucked up yes, make sure that your textures have the same height and width. If you'd
like for me to fix these bugs I could make a custom shaders.dll for you(I made one for myself that
fixes a few things and adds new stuff too) but it might take a little while.
I'd appreciate it, but as jonwil requested your code and is willing to fix this stuff, I'd like to have a
public version of the scripts fixed and working, so I can just tell everyone "get the latest scripts to
make this hud working" .

If you have 1 already compiled then post it, I can use it until the official scripts gets fixed.

Thanks.