Subject: Re: How to set up a build environment for compiling the scripts.dll
Posted by Moggy on Thu, 22 May 2008 06:06:07 GMT
View Forum Message <> Reply to Message

I tried compiling the scripts myself but Ren crashes if I use the shaders.dll that comes out, it's also 1kB smaller than the normal one. Any ideas on what's the problem? No errors when compiling or anything and I followed the instructions...

Also: There doesn't seem to be a problem with scripts.dll, and it's also 1kB smaller.