
Subject: Re: Changelist for scripts.dll 4.0

Posted by [_SSnipe_](#) on Mon, 23 Jun 2008 04:02:10 GMT

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jonwil wrote on Sun, 22 June 2008 19:54 Same thing. Any issues where weather related script commands dont work are not going to be fixed for 4.0 (the exception to this is the fog related changes being done for the shaders work but that is only intended to give shaders the same fog support as what you get with no shaders at all)

why not?
