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Subject: Re: scripts.dll 3.0 is finally out  
Posted by [Dan](#) on Fri, 15 Dec 2006 00:08:51 GMT  
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What the hell is this crap? This release brings a shitload of bugs and problems into the game. For example, decals have suddenly gotten violent and start z-fights for no reason, as shown by these screenshots:

(I move the camera ever so slightly)

No imagine that flickering for all decals (bullets, scorch marks etc...) hundreds of times as I move around. Annoying as fuck.

I did however notice the bloom:  
(The bloom is roughly where I'm aiming)

No... wait. I moved my camera and it's gone again.

Again, popping in and out of existance.

So lets look at sdbedit.exe. I open it up, add a post processing shader with default settings, save and close. I open up Renegade and this happens:

WOAH SUPER AWESOME GRAFICKS!!!!!!!

Okay.. So obviously the default settings must be screwed up so I open up the .sdb file but wait... where the hell have the shaders I made go? Great.. so now I can't delete them and revert back to working settings.

All this at the low-low cost of just a ~50% frame rate hit..

I'm not against the idea of having shader support in Renegade, it's just a tad annoying that someone would release something that works like shit and is very unstable. Couldn't you have worked these bugs out before you released it?

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