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Subject: Re: scripts.dll 3.0 is finally out

Posted by [saberhawk](#) on Fri, 15 Dec 2006 01:29:30 GMT

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Dan: Adding a post process shader with no valid fragments will cause issues with the post processing code producing effects like that. Bloom was turned down considerably for the example scripts 3.0 release as to work without much performance impact on older hardware, such as the NVIDIA FX series. Post process shaders will NOT work in shaders.sdb currently, they have postprocess.sdb.

z-fighting should not be occurring with decals especially because they use the original fixed function rendering code. I'm sorry that this code isn't particularly friendly to new people, you can just imagine how unfriendly it was to me and jonwil!!!

havoc9826: Will look into that issue.

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