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Subject: Re: scripts.dll 3.0 is finally out  
Posted by [Slave](#) on Fri, 15 Dec 2006 22:19:14 GMT  
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it's always uncool to criticize amazing work...  
but here i go

lets start at the beginning. First of all i took me  
a little while to figure out where to put wich file  
and wich files were unneeded when youre not into coding.

eventually i got it right, but im also in for a noob  
friendly installer like application. You could argue  
that if you dont know how to use it you don't deserve  
to use it, but an installer is more convenient for  
everyone (/most of us).

on to ingame, the moment of excitement:

the game seems to randomly crash at mapload sometimes. I would  
guess it happens about 10% of the time for me. I don't have  
to twiddle with any settings, when i try to load it again,  
it works. This happens both with and without shaders.

So i start out in front of a glowing terminal, look around a  
bit, and stare at all the cool glowing stuff. Since i like  
everything that glows and looks pimp, this is awesome.

im confirming havoc9826's scrolling dazzle problem.  
not just the standard map dazzles are scrolling, but also  
headlights i made up with a custom dazzle.ini

On some maps (of the few maps i tested Under shows it the most  
obvious) overbrightening causes a red bloom on the terrain.

While driving away from blooming objects, the bloom doesn't  
fade out, but flicker out. The further you go away, the less  
Hz. Eventually reaching 0.

(My adventure continued, to the nod base)

the obi seems to have some difficulties aiming, after the 3rd try he finally got it right .  
Interesting detail might be the fact that at the second shot i noticed black smoke  
comming from the invisible obelisk's gun controller at top. No screenshot of that tho...

Inside the HON, some shader responsible for reflection effect  
seems to be messed up a little. Its like some old tv on snow

mode. It does this at a rate of like 20 hz and every now and then it gets a frame right.

After this fired some bullets against a wall, and didn't get any Z problems. YAY

Also i wonder what defines wich surface gets the pimped out glow effect? I noticed my sbh skin gets overruled by the default skin, wich gets bloom applied.

Is the bloom/gloom/glow/whatever related to thr EDGE vertex material in the W3D tools?

I totally lost track of my post now, so ill stop.

This is what i found out in my 1st 10 minutes of testrunning, so i wouldnt be surprised if more bugs would pop up.

If those bugs get ironed out, ill provide everyone with cookies.

Once again, tnx for the hard work

[edit:minor cosmetic update]

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