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Subject: Re: scripts.dll 3.0 is finally out

Posted by [R315r4z0r](#) on Sat, 16 Dec 2006 05:32:21 GMT

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Renx wrote on Fri, 15 December 2006 22:19: What happens when someone who wants to update to 3.0 only has a DX8 capable card?

that person shouldn't install shaders.dll

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