
Subject: Re: scripts.dll 3.0 is finally out
Posted by [Kanezor](#) on Sat, 16 Dec 2006 18:58:47 GMT
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SlikRik19 wrote on Sat, 16 December 2006 12:43saberhawk wrote on Fri, 15 December 2006 21:19SlikRik19 wrote on Fri, 15 December 2006 16:34Lol, I d/led the scripts, but didn't install them because I have a strange premonition about new versions of things and bugs, so I read through the forum, and found, well, some complaints, most of them complaining about stuff I don't even know what it is, so I think for now I'll just stick with 2.90 or 2.9.2, watever I got, until some stuff is fixed, cuz I mean, I really do appreciate you're trying to revamp a decreasingly popular game, but I'd rather have it just plain work than try to increase the look while risking bugs.

So update me when bugs are fixed, and then I'll considering checkin out 3.0

Wrong way to think about things. If you download it now and find any issues, we will have them fixed for you.

Well then if you want me to think "ok lemme go mess up one of my favorite games then "try" and describe the problems," I don't think that's gonna happen.

I'm just saying, when new things come out, like scripts for Ren, which in my own personal experience have a small history of bugs or something malfunctioning, I generally like to check up on it before installing it. So I did, and I'm finding out lots of people have bugs. So rather than try it myself, have it not work, and try and describe that not working to you, which because of my experience and limited knowledge will probably not help you, I'd rather just see other people's problems fixed first, and maybe that fix will cover me.

Plus at the moment, I'm in no need of any kind of Ren fixing, at least not for my needs, meaning 2.9 is perfectly suitable for me.

Again, jonwil or whoever else worked on them, I'm not tryin to dis your scripts, just sayin fix em up and I'll check em out.

No one is (should be) forcing you to use Scripts.dll 3.0. There are some of us (myself included) that believe that all the graphics "enhancements" (shaders, d3d9, etc) that Scripts.dll 3.0 has included are completely and utterly unneeded.

I cannot stress that enough.

Nonetheless, they are here, and therefore, they need to be tested.
