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Subject: Re: scripts.dll 3.1 is in progress (some nice bug fixes)

Posted by [danpaul88](#) on Tue, 19 Dec 2006 14:55:50 GMT

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jonwil wrote on Tue, 19 December 2006 12:33 Still currently planned for 3.0:

You mean 3.1?

Anyway, looking good, can't wait to get my hands on shaders properly without the annoying graphical glitches

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