
Subject: Re: scripts.dll 3.1.1 is out
Posted by [TSS888](#) on Mon, 15 Jan 2007 13:22:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Sun, 14 January 2007 04:35ok, looks like there is another single player crash other than the one I fixed
TSS888, what were you doing when your crash (that happened with 3.1.2) occurred?

It happened right after the cinematic after the 1st mission (The Scorpion Hunters). The cinematic was the one where Havoc liberated a hovercraft from the ship. Right after the cinematic, before the loading screen, it crashes. I could not find any crashdump.txt (I deleted it before playing single player mode).

jonwil wrote on Sun, 14 January 2007 21:39
Some of the graphics problems are related to changes made by microsoft between Direct3D8 and Direct3D9. (for example the bullet hole glitching is caused because D3DRS_ZBIAS went away in Direct3D9 and the replacement D3DRS_DEPTHBIAS works a little differently)

Is there a possible fix to that?
