Subject: Re: scripts.dll 3.1.1 is out
Posted by jonwil on Wed, 17 Jan 2007 09:56:49 GMT

As for jerards problem, its because (like the bullet hole glitches), there are differences between D3D8 and D3D9 when it comes to D3DRS_ZBIAS on D3D8 and D3DRS_DEPTHBIAS on D3D9 (both are supposed to do the same thing but they do it slightly differently hence the problems.) For 3.2 we are going to look into some kind of rewrite of the relavent code or something to fix the issues for good (hopefully).