Subject: Re: scripts.dll 3.1.1 is out
Posted by danpaul88 on Thu, 18 Jan 2007 18:16:24 GMT

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Jerad Gray wrote on Thu, 18 January 2007 02:08danpaul88 wrote on Wed, 17 January 2007 16:49You know, I have yet to actually find anywhere that says which files you should and should not use... I just took a best guess when 3.0 first came out, and you later pointed out that shaders.sdb shouldn't have been used.
I have yet to see where it said it should, but I also took a guess and put them in the data folder.

I was referring to saberhawks post when he was on about people reading the manual (RTFM), I was just pointing out that its not IN the manual (readme.txt), so we cant read it