

---

Subject: Re: scripts.dll 3.2 is out  
Posted by [Jonty](#) on Mon, 09 Apr 2007 19:28:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The new shaders look pretty good, although I couldn't get them to work until I saw Jerad's post up there. ^^

One problem however, odd shapes have started appearing on my tanks.  
I'm getting the missing bits too.

### File Attachments

1) [shadererrors.png](#), downloaded 1040 times

