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Subject: Re: scripts.dll 3.2 is out

Posted by [Jerad2142](#) on Tue, 10 Apr 2007 13:30:14 GMT

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Attention Jonwil

Okay, I figured it out, the game crashes when ever "scale" (in the UV mappers) is used. Its not your scripts. Which would explain why it always says that it is shaders.dll. It even crashes if you leave the scale at its default.

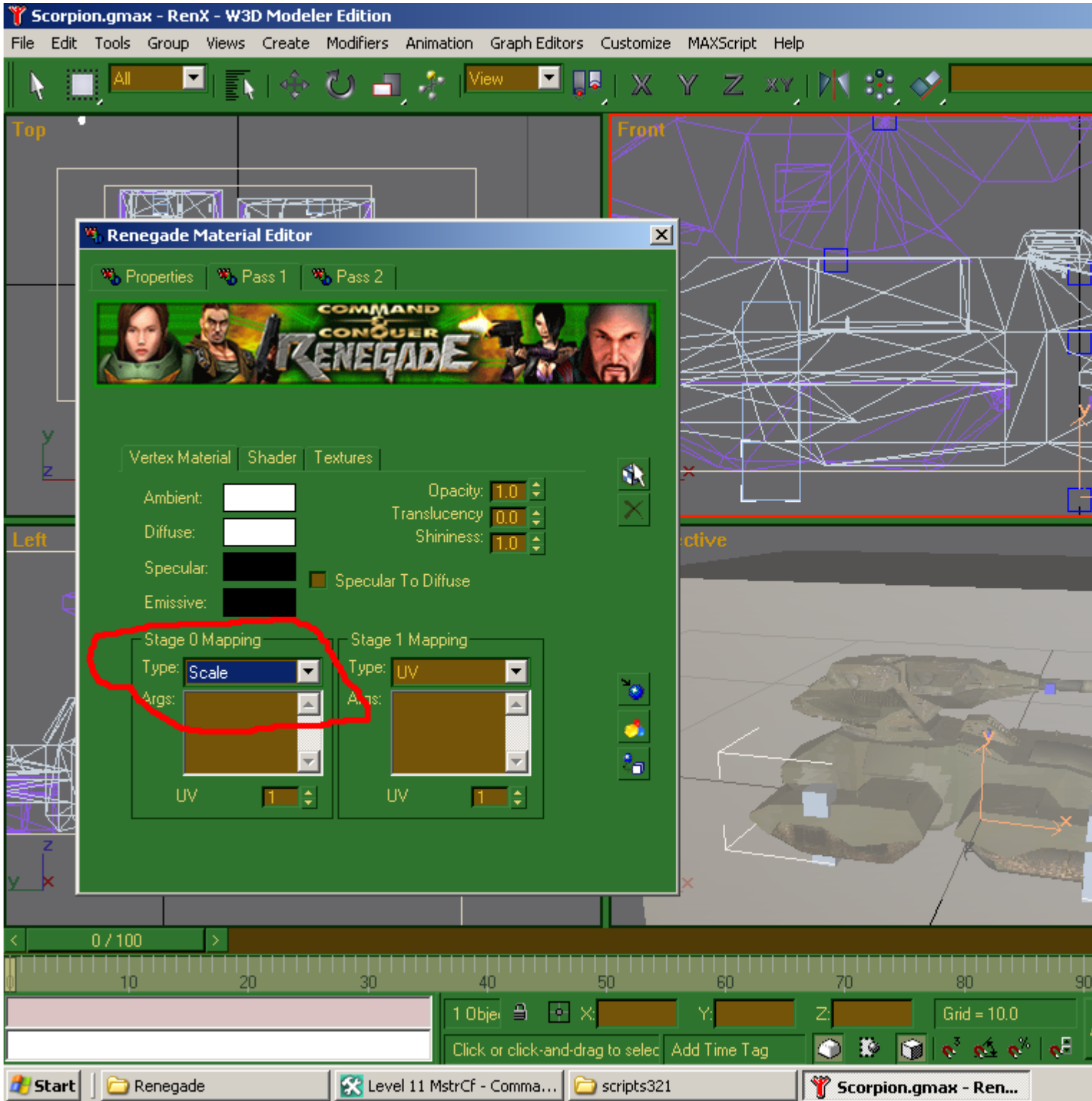
If you still want a package tell me, I will have it done in 15 minutes. Oh and my system info is also below.

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#### File Attachments

1) [Don't take my scale away.png](#), downloaded 711 times

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2) [sysinfo.txt](#), downloaded 198 times