
Subject: Re: scripts.dll 3.2.2 is out
Posted by [JohnDoe](#) on Sun, 29 Apr 2007 16:11:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

When will we get a complete set of normal maps? They're sweet, but it's kinda strange when only 2 vehicles out of 17 use them.

Oh and 3x and 4x anti-aliasing makes my Renegade crash after loading the map...why is that? I have a GeForce 6800, 512mb RAM, Athlon xp 2400+...could it be that my hardware doesn't support those modes or something?
