

---

Subject: Re: Question about Scripts.dll's history  
Posted by [Try\\_lee](#) on Fri, 25 May 2007 08:48:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

He didn't say that it had to be the d3d8.dll that's part of the official scripts.dll package, he just wanted to know which was the earliest version of scripts.dll to be able to use dx9 as the renderer.

Unfortunately I don't know which is the earliest, but I know it's earlier than v3.0.

---