
Subject: Re: scripts.dll 3.4 is out.

Posted by [jonwil](#) on Thu, 14 Jun 2007 02:33:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Anyone using that posted shaders.dll and getting an error about d3dx9_33.dll, thats because Saberhawk compiled the dll with a newer DirectX SDK than I use. You should be able to find d3dx9_33.dll with google or you can wait for me to release scripts.dll 3.4.1 with the memory leak fix in it.
