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Subject: Re: scripts.dll 3.4.1 is out

Posted by [Blazea58](#) on Sun, 17 Jun 2007 05:41:41 GMT

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This version works really well, especially with all the single player maps online, i havent noticed any conflicts yet with textures flickering atleast with the standard maps. Roleplay2 on the other hand now has really odd lighting in alot of areas with polygons which are stretched only a tiny bit, and it never seemed to cause a blackness around the objects prior to this release. Other then that this is the most solid release ive seen yet, Game on!

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