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Subject: Re: Changelist for scripts.dll 4.0  
Posted by [TruYuri](#) on Sun, 22 Jun 2008 08:09:56 GMT  
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It's...it's beautiful.

EDIT: Okay, said these in the other thread, but these:

Remove the "Curved Surfaces Support" thing in the graphical options. I don't think that has EVER been able to be enabled by anyone anywhere.

Vehicles, when purchased, have their turret face at coordinate 0,0 for whatever reason. It is personally annoying, and should be considered a bug that should be fixed if it is not already.

Animations, when switching from third to first person, go out of sync with their sound. Not a biggie, but if anything can be done about it, awesome.

Apparently when you have a low framerate, the physics tend to be messy. Such can be seen with the APC in A Path Beyond, it begins to rock back and forth. Seeing as it's physics, I'm not sure if it can be fixed via scripts.dll. A confirmation on this would be great though.

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