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Subject: Re: Changelist for scripts.dll 4.0

Posted by [saberhawk](#) on Fri, 05 Sep 2008 17:21:16 GMT

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s0meSkunk wrote on Fri, 05 September 2008 11:13s0meSkunk wrote on Thu, 04 September 2008 03:20Please make it so that curved surfaces work again.

They no longer work past scripts 2.9 I believe.  
I think I've mentioned something like this before.

I know it's tough to enable them, but they really make the models look better.

Truform makes the game look much better.

You need Catalyst 5.8, and an ATi x850xt-pe or older to enable them...but still.

They're the way to make the game look the best, and if these new scripts are going to be required, then they shouldn't be breaking anything.

I use truform, truform is awesome.  
Don't take it away.

Nothing in the code suggests that they are broken, and we don't have any hardware that can actually do TruForm

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