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Subject: Re: Changelist for scripts.dll 4.0

Posted by [s0meSkunk](#) on Thu, 11 Sep 2008 06:48:40 GMT

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I posted the screen shots.

Look at the models of the character in the screen shots, that's where the real comparison is.

Maybe I'll take more while I'm playing to show what things Raveshaw's face looks like with Truform or something.

All the infantry look better, and your arms in the first person view look much better.

Other than that, nVidia cards all the way. (my real card is a Geforce 8800GTS 512, and I only put in the X850XT PE when I want to play Renegade)

I wonder if it's just the DX9 stuff making 5.8 not work...it'd be cool to have a DX8 version of Scripts 4.0 that just modifies things that aren't graphics.

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