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Subject: Re: Scripts 4.0 FAQ

Posted by [EvilWhiteDragon](#) on Mon, 15 Nov 2010 17:29:12 GMT

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StealthEye wrote on Mon, 15 November 2010 17:501. As soon as possible. I can't give you any more details; I don't know about an exact release date either.

2. No. We intend not to change anything that requires significantly more computing power. For the shader functions etc. you may need better hardware, but you can always leave those disabled.

The only requirement we added is that TT no longer works on Windows 2000.

The requirement is basically XP or higher, but I guess everyone can run that nowadays.

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