
Subject: Scripts 3.4.1 Question

Posted by [_SSnipe_](#) on Fri, 20 Jul 2007 11:20:14 GMT

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ok i know that when you get the scripts it comes with these files

shaders.dll
Scripts.dll
scripts2.dll
bhs.dll
d3d8.dll

but my question are what do these files do that i find around the net for them

1)what does this files do?

(d3dx9_30.dll)
(shaders.sdb)
(sdbedit.exe)
(sceneshaders.sdb)

2) whats the diffrence with the d3d8.dll file in here
(http://www.black-cell.net/~pub/havoc9826/rend3d9_75.zip)
and along with the other exe file do?

3)what else is there that u should add to improve it?

Subject: Re: Scripts 3.4.1 Question

Posted by [jonwil](#) on Sat, 21 Jul 2007 05:00:30 GMT

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shaders.dll contains all the code to handle the programmable shaders and other graphical stuff (like the HUD)

scripts.dll contains all the custom scripts

scripts2.dll is the Westwood scripts

bhs.dll contains all the engine patches, console commands and such (basically if it requires sending data over the network or patching the game code, it goes into bhs.dll)

d3d8.dll contains the Direct3D8 to Direct3D9 translation layer

d3dx9_30.dll is a dll from Microsoft containing DirectX utility functions

shaders.sdb is the example shader database

sdbedit.exe is the editor for shader databases

sceneshaders.sdb is the example scene shader database

rend3d9 is an older Direct3D8-Direct3D9 translation layer that was written before d3d9 was added to the custom scripts.dll and is not compatible with current versions of the scripts.dll

Subject: Re: Scripts 3.4.1 Question

Posted by [_SSnipe_](#) on Sat, 21 Jul 2007 05:13:03 GMT

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thanks that pretty much covers it now i just got to find out how to fix my stupid fps -_-
