
Subject: Re: scripts.dll 3.3 is out
Posted by [nopol10](#) on Tue, 12 Jun 2007 09:33:06 GMT
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Deleting sceneshaders means disabling shaders, and disabling the shaders will allow you to maximise without crashing, but if you want to see sceneshaders, you have to have sceneshaders.sdb inside your data folder, so problem=unsolved.
