Subject: Re: shaders.dll crash Posted by saberhawk on Fri, 23 May 2008 21:49:11 GMT View Forum Message <> Reply to Message

Set the game to run in windowed mode in a very small resolution. And then start it with the debugger and post where it crashes. I have an idea where it might be, but no point in giving you a fix for something that's not broken

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums