
Subject: Re: Looking for people who had graphics problems with 3.x
Posted by [saberhawk](#) on Sun, 22 Jun 2008 19:09:31 GMT

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madrackz wrote on Sun, 22 June 2008 14:31 YEAH fix the shaders

Just so you know, about 95% of the code belonging to shaders.dll 3.4.4 was scrapped and rebuilt. What shaders.dll 4.0 does doesn't really compare at all to what 3.4.4 used to do. For the most part, there aren't any issues showing up in shaders.dll 4.0
