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Subject: Re: [Release] New HUD with modified shaders.dll  
Posted by [DutchNeon](#) on Tue, 23 Dec 2008 21:23:34 GMT  
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Hmm, It seems my computer hates the new shaders.dll, because with the modified shaders.dll, my Renegade crashes instantly after starting Renegade up, but with the basic shaders.dll from Scripts 3.4.4, it doesn't crash.

With the basic shaders.dll, it kinda fucks up the HUD :s

Edit: Seems Raven has the same problem as me

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