Subject: Re: [Release] New HUD with modified shaders.dll
Posted by anant on Wed, 24 Dec 2008 02:31:24 GMT

Di3HardNL wrote on Tue, 23 December 2008 17:56change it in your config to a higher resolution.

and copy the .dds + ini map files to your data.
Thanks, somebody helps
i also deleted the shaders but i need to know which shaders to keep. When i delete some my ren wont start, and with all of them its messed. Which shadders stop the crashing when I get into vehicles?