Subject: Re: [Release] New HUD with modified shaders.dll
Posted by Craziac on Wed, 24 Dec 2008 02:39:02 GMT

YazooGang wrote on Tue, 23 December 2008 20:22'unfortunatly' the shaders.dll only shows the intro movies and then when i skip them, and when its time to goto the main menu, it crashes.

This isn't his fault. I compiled an unaltered shaders.dll and it crashed in the same manner. The only way is to use the original shaders.dll provided, disable Shaders in BHS options, and run the altered shaders.dll.