Subject: Re: [Release] New HUD with modified shaders.dll
Posted by Craziac on Wed, 24 Dec 2008 03:37:09 GMT
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DeathLink6.0:

http://www.renegadeforums.com/index.php/m/331813/20619/ (Link MUCH THANKS to Saberhawk)

Make that modification in your DLL and the crash will disappear.