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Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [slosa](#) on Fri, 10 Jul 2009 05:28:34 GMT  
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anant wrote on Fri, 10 July 2009 00:12 Just put the shaders.dll from the stealth wireframe back into the folder  
Only copied the shaders and it still gets the glitch :\

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