
Subject: Re: [Shaders] Toon and Edge
Posted by [Generalcamo](#) on Sat, 22 Oct 2011 13:40:59 GMT
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Hmm, this will need remaking in order to work for 4.0. I think now custom shaders are shader.ini files, so that will need to be remade. But I think FX and FXO files still work, they are just now checked by the anti cheat.
