
Subject: shaders.dll error

Posted by [shaitan](#) on Wed, 02 May 2012 18:51:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I made a fresh install of renFDS(tt-server-4.0beta4), I keep getting a shaders.dll error(I've tried different shaders as well, they all gave an error). Enclosed is a pic, any ideas?

File Attachments

1) [clp426.jpg](#), downloaded 917 times

Computer > Elements (F:) > Westwood > RenegadeFDS > Server

File Edit View Tools Help

Organize Open Burn New folder

Renegade Master Server

Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active

server.dat - Entry Point Not Found

The procedure entry point ReadRuntimeINI could not be located in the dynamic link library shaders.dll.

File Name	Date Modified	File Type	Size
batch.dll	5/2/2012 1:08 PM	Application extension	232 KB
binkw32.dll	3/6/2012 2:35 PM	Application extension	11 KB
BRenBot.dll	3/6/2012 2:34 PM	Application extension	38 KB
CharacterRefund.dll	3/6/2012 2:34 PM	Application extension	29 KB
crates.dll	5/2/2012 1:08 PM	Application extension	125 KB
ctf.dll	5/2/2012 1:08 PM	Application extension	2,333 KB
d3d8.dll	3/6/2012 2:34 PM	Application extension	12 KB
d3dx9_30.dll	3/6/2012 2:34 PM	Application extension	17 KB
example-plugin.dll	3/6/2012 2:34 PM	Application extension	11 KB
ExtraConsoleCommands.dll	10/21/2010 5:57 AM	Application extension	22 KB
FirstBlood.dll			

RenegadeServer.exe Date modified: 4/26/2002 3:21 PM Date created: 5/2/2012 12:59 PM
Application Size: 92.0 KB