

---

Subject: Stealth Wireframe (Resolved)

Posted by [slosha](#) on Tue, 07 Jul 2009 02:27:39 GMT

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

---

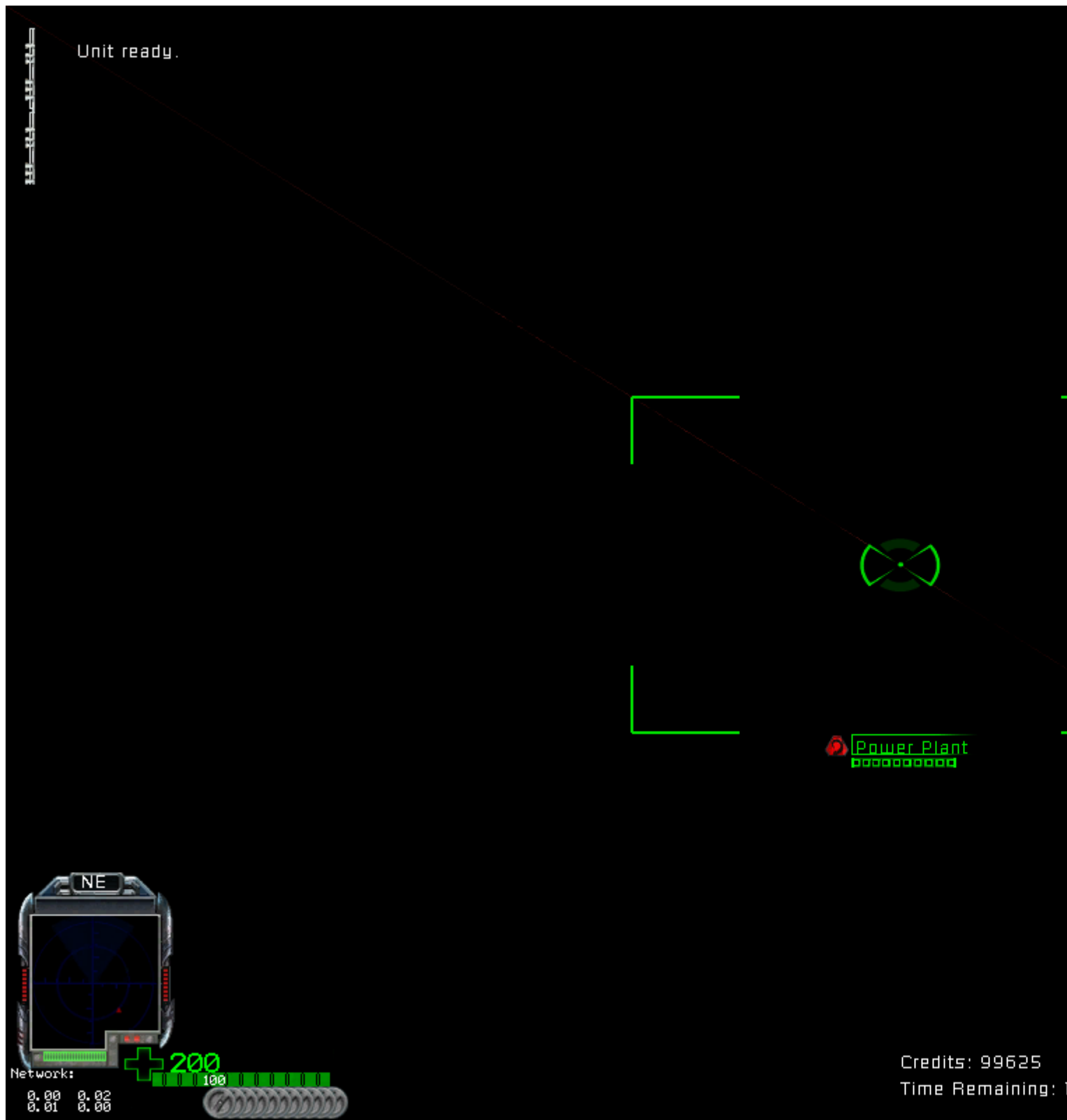
Whenever I look in a certain direction, as sbh or stealth tank, I get this weird black screen. SS below

Toggle Spoiler

---

### File Attachments

1) [ScreenShot60.png](#), downloaded 659 times



---

Subject: Re: Stealth Wireframe Help  
Posted by [Player](#) on Tue, 07 Jul 2009 05:02:55 GMT

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

---

Yeh, I got the same problem. I hope someone can help you

---

---

Subject: Re: Stealth Wireframe Help

Posted by [Xena](#) on Tue, 07 Jul 2009 08:41:20 GMT

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

---

i used to have the stealth wireframe a long time ago.  
never had that problem =]

---

---

Subject: Re: Stealth Wireframe Help

Posted by [slosha](#) on Tue, 07 Jul 2009 16:19:54 GMT

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

---

Aww, nobody wants to help? The wireframe is so bad ass

---

---

Subject: Re: Stealth Wireframe (Still Need HELP!!!!!!)

Posted by [slosha](#) on Thu, 09 Jul 2009 21:35:44 GMT

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

---

3 day bump... still need help

---

---

Subject: Re: Stealth Wireframe (Still not resolved)

Posted by [Gen\\_Blacky](#) on Fri, 10 Jul 2009 02:24:30 GMT

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

---

recompile the shaders.dll

---

---

Subject: Re: Stealth Wireframe (Still not resolved)

Posted by [slosha](#) on Fri, 10 Jul 2009 04:36:31 GMT

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

---

Mr.NiceGuy wrote on Thu, 09 July 2009 21:24recompile the shaders.dll  
I'm not a coder or anything. What does that mean?

---

---

Subject: Re: Stealth Wireframe (Still not resolved)

Posted by [anant](#) on Fri, 10 Jul 2009 05:12:43 GMT

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

---

Just put the shaders.dll from the stealth wireframe back into the folder

---

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [slosha](#) on Fri, 10 Jul 2009 05:28:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

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 :\

---

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [cAmpa](#) on Fri, 10 Jul 2009 07:39:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have tested it, working fine here without any bugs.

---

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [saberhawk](#) on Fri, 10 Jul 2009 14:52:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Glock~ wrote on Mon, 06 July 2009 22:27 Whenever I look in a certain direction, as sbh or stealth tank, I get this weird black screen. SS below

Toggle Spoiler

Basically, there's an incompatibility between scene shaders and the version of the wireframe stealth that you have installed. Unfortunately, the bugged version is the only one that I know has been made public, so the only way you can avoid the black screen \*and\* have wireframe stealth is to remove sceneshaders.sdb from your data directory.

---

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [mrŁŒŠÄ-z](#) on Fri, 10 Jul 2009 14:56:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Didnt knew Clan members are allowed to use Advantages

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [Killgeak](#) on Fri, 10 Jul 2009 15:47:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cheater clan

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [cAmpa](#) on Fri, 10 Jul 2009 16:17:17 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Says EKT.

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [LiL KiLLa](#) on Fri, 10 Jul 2009 16:18:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ekt died

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [cAmpa](#) on Fri, 10 Jul 2009 16:19:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Did they?  
Why

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [LiL KiLLa](#) on Fri, 10 Jul 2009 16:21:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

idk I can't find EKT-Scrin-T

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [Gen\\_Blacky](#) on Fri, 10 Jul 2009 17:15:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cAmpa wrote on Fri, 10 July 2009 02:39I have tested it, working fine here without any bugs.

lol renegadeX hud

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [Gen\\_Blacky](#) on Fri, 10 Jul 2009 18:19:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

try this

---

#### File Attachments

1) [Shaders.zip](#), downloaded 135 times

---

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [slosha](#) on Fri, 10 Jul 2009 21:44:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Saberhawk wrote on Fri, 10 July 2009 09:52Glock~ wrote on Mon, 06 July 2009 22:27Whenever I look in a certain direction, as sbh or stealth tank, I get this weird black screen. SS below

Toggle Spoiler

Basically, there's an incompatibility between scene shaders and the version of the wireframe stealth that you have installed. Unfortunately, the bugged version is the only one that I know has been made public, so the only way you can avoid the black screen \*and\* have wireframe stealth is to remove sceneshaders.sdb from your data directory.  
Ok, thanks. Wireframe is definitely cooler than bloom

---

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [marcin205](#) on Tue, 14 Jul 2009 00:45:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

LiL KiLLa wrote on Fri, 10 July 2009 11:21idk I can't find EKT-Scrin-T

oO lol Scrin is not in ekt omfg ,well only in rencom server buildings hud is allowed so gg

---

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [Xena](#) on Tue, 14 Jul 2009 04:52:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

LiL KiLLa wrote on Fri, 10 July 2009 11:21idk I can't find EKT-Scrin-T  
1. EKT isn't dead.

2. Scrin got kicked and banned out of EKT for cheating.

---

---

Subject: Re: Stealth Wireframe (Still not resolved)  
Posted by [LiL KiLLa](#) on Tue, 14 Jul 2009 10:39:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Boxxy wrote on Tue, 14 July 2009 06:52LiL KiLLa wrote on Fri, 10 July 2009 11:21idk I can't find EKT-Scrin-T

1. EKT isn't dead.
2. Scrin got kicked and banned out of EKT for cheating.

only? I saw yesterday "EKT-Scrin-T" in server

---