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Subject: Re: Reflective dazzle

Posted by [nopol10](#) on Thu, 20 Dec 2007 01:26:35 GMT

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The shader doesn't work when it is by itself in a new sceneshaders.sdb.  
I got these log files after the thing crashed.

#### File Attachments

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- 1) [memreport\\_scripts.log](#), downloaded 51 times
  - 2) [memory\\_scripts.log](#), downloaded 37 times
  - 3) [memleak\\_scripts3.log](#), downloaded 36 times
  - 4) [crashdump51.txt](#), downloaded 311 times
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