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Subject: Re: Crash

Posted by [DutchNeon](#) on Sun, 11 Jan 2009 13:58:03 GMT

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Did you put the Shaders.dll in the correct map? Don't put shaders.dll in your Data map, but in your Renegade map.

Also, try using the shaders.dll which SaberHawk created for the Health and Ammo show thing, might fix it, but I wouldn't know

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