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Subject: Re: shaders

Posted by [mr£Ä\\$Ä-z](#)

on Sat, 14 Mar 2009 13:22:37 GMT

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What the hell are you trying to say? when did i say that, its just some shaders wont work on scripts 3.4.4 from DX9 (like Bump Map the whole game) but all the other thing like bloom work Shaders.SDB is bugged and to much work, thats why i work with DX 9 because it affects the whole game + menu and can be changed very fast

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