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Subject: Re: Shader Plugin errors

Posted by [Jerad2142](#) on Mon, 22 Nov 2010 22:06:21 GMT

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Plugins are no longer available in 4.0, so unless you wanna build something then scrap it in 4.0 you might as well just build it in the shaders file itself.

(Also, I don't think shaders.dll includes engine\_game.h, if that is the case you'll need to include it in order to get access to it).

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