

---

Subject: Re: [Shaders] Toon and Edge

Posted by [saberhawk](#) on Mon, 24 Oct 2011 02:18:09 GMT

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

---

Generalcamo wrote on Sat, 22 October 2011 06:40Hmm, this will need remaking in order to work for 4.0. I think now custom shaders are shader.ini files, so that will need to be remade. But I think FX and FXO files still work, they are just now checked by the anti cheat.

There isn't any support in 4.0 currently for "full-screen" shaders.

---