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Subject: Strange Problem

Posted by [anant](#) on Thu, 18 Dec 2008 23:29:48 GMT

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When I look in the sky, or at the ground or off the map this happens  
Before

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#### File Attachments

1) [before.bmp](#), downloaded 207 times

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Subject: Re: Strange Problem

Posted by [anant](#) on Thu, 18 Dec 2008 23:31:45 GMT

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After

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#### File Attachments

1) [problem 2.bmp](#), downloaded 186 times

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Subject: Re: Strange Problem

Posted by [nope.avi](#) on Thu, 18 Dec 2008 23:34:58 GMT

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Don't look at the sky or ground =D

Or remove and ground or sky skins you have.

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Subject: Re: Strange Problem

Posted by [anant](#) on Fri, 19 Dec 2008 00:29:43 GMT

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Dont have any skins for sky

i have had the ground skins for years, not once a problem

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Subject: Re: Strange Problem

Posted by [cmatt42](#) on Fri, 19 Dec 2008 02:24:03 GMT

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You need to disable shaders.

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Subject: Re: Strange Problem  
Posted by [anant](#) on Fri, 19 Dec 2008 02:30:00 GMT  
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okay  
how?

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Subject: Re: Strange Problem  
Posted by [cmatt42](#) on Fri, 19 Dec 2008 03:36:59 GMT  
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Go into Options, and into BHS.dll Options. Untick Shaders Enabled. Then try it.

If that doesn't work, you'll also have to delete shaders.dll and d3d8.dll, and if it's in the Data folder, sceneshaders.sdb.

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Subject: Re: Strange Problem  
Posted by [anant](#) on Fri, 19 Dec 2008 04:17:41 GMT  
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okay thanks

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