
Subject: Strange Problem

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

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

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

File Attachments

1) [before.bmp](#), downloaded 159 times

Subject: Re: Strange Problem

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

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

After

File Attachments

1) [problem 2.bmp](#), downloaded 145 times

Subject: Re: Strange Problem

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

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

Don't look at the sky or ground =D

Or remove and ground or sky skins you have.

Subject: Re: Strange Problem

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

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

Dont have any skins for sky

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

Subject: Re: Strange Problem

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

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

You need to disable shaders.

Subject: Re: Strange Problem
Posted by [anant](#) on Fri, 19 Dec 2008 02:30:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

okay
how?

Subject: Re: Strange Problem
Posted by [cmatt42](#) on Fri, 19 Dec 2008 03:36:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: Strange Problem
Posted by [anant](#) on Fri, 19 Dec 2008 04:17:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

okay thanks
