Subject: how build shaders.dll
Posted by [Dragon]wzk on Sun, 19 Aug 2012 10:49:59 GMT

I want transform shaders.dll. Because I want Changing the quality

the renegade is directx8.0 why not transform 9.0..

sorry my English too bad..

Subject: Re: how build shaders.dll
Posted by Gen_Blacky on Sun, 19 Aug 2012 21:43:41 GMT

renegade 3.4 and up use's 9.0c I believe.

Subject: Re: how build shaders.dll
Posted by saberhawk on Sun, 19 Aug 2012 23:34:23 GMT

Gen_Blacky wrote on Sun, 19 August 2012 14:43renegade 3.4 and up use's 9.0c I believe.

3.0 and up actually.