
Subject: Stealth Wireframe (Resolved)

Posted by [slosha](#) on Tue, 07 Jul 2009 02:27:39 GMT

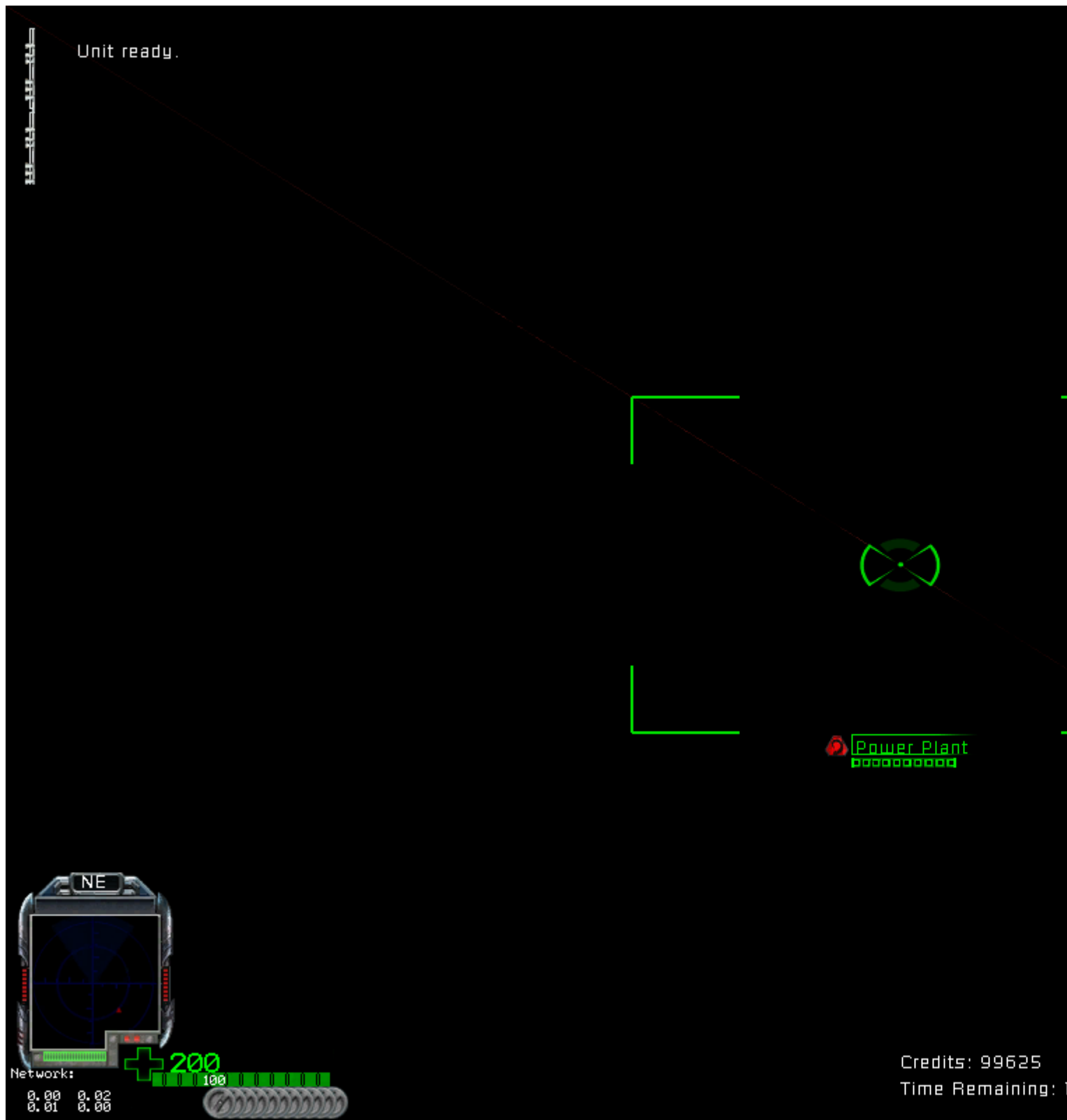
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Whenever I look in a certain direction, as sbh or stealth tank, I get this weird black screen. SS below

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1) [ScreenShot60.png](#), downloaded 449 times



Subject: Re: Stealth Wireframe Help
Posted by [Player](#) on Tue, 07 Jul 2009 05:02:55 GMT

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Yeh, I got the same problem. I hope someone can help you

Subject: Re: Stealth Wireframe Help

Posted by [Xena](#) on Tue, 07 Jul 2009 08:41:20 GMT

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i used to have the stealth wireframe a long time ago.
never had that problem =]

Subject: Re: Stealth Wireframe Help

Posted by [slosha](#) on Tue, 07 Jul 2009 16:19:54 GMT

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Aww, nobody wants to help? The wireframe is so bad ass

Subject: Re: Stealth Wireframe (Still Need HELP!!!!!!)

Posted by [slosha](#) on Thu, 09 Jul 2009 21:35:44 GMT

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3 day bump... still need help

Subject: Re: Stealth Wireframe (Still not resolved)

Posted by [Gen_Blacky](#) on Fri, 10 Jul 2009 02:24:30 GMT

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recompile the shaders.dll

Subject: Re: Stealth Wireframe (Still not resolved)

Posted by [slosha](#) on Fri, 10 Jul 2009 04:36:31 GMT

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Mr.NiceGuy wrote on Thu, 09 July 2009 21:24recompile the shaders.dll
I'm not a coder or anything. What does that mean?

Subject: Re: Stealth Wireframe (Still not resolved)

Posted by [anant](#) on Fri, 10 Jul 2009 05:12:43 GMT

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Just put the shaders.dll from the stealth wireframe back into the folder

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [slosha](#) on Fri, 10 Jul 2009 05:28:34 GMT
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anant wrote on Fri, 10 July 2009 00:12 Just put the shaders.dll from the stealth wireframe back into the folder
Only copied the shaders and it still gets the glitch :\

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [cAmpa](#) on Fri, 10 Jul 2009 07:39:08 GMT
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I have tested it, working fine here without any bugs.

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [saberhawk](#) on Fri, 10 Jul 2009 14:52:16 GMT
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Glock~ wrote on Mon, 06 July 2009 22:27 Whenever I look in a certain direction, as sbh or stealth tank, I get this weird black screen. SS below

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Basically, there's an incompatibility between scene shaders and the version of the wireframe stealth that you have installed. Unfortunately, the bugged version is the only one that I know has been made public, so the only way you can avoid the black screen *and* have wireframe stealth is to remove sceneshaders.sdb from your data directory.

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [mrŁŒŠÄ-z](#) on Fri, 10 Jul 2009 14:56:57 GMT
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Didnt knew Clan members are allowed to use Advantages

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [Killgeak](#) on Fri, 10 Jul 2009 15:47:44 GMT
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cheater clan

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [cAmpa](#) on Fri, 10 Jul 2009 16:17:17 GMT
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Says EKT.

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [LiL KiLLa](#) on Fri, 10 Jul 2009 16:18:48 GMT
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ekt died

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [cAmpa](#) on Fri, 10 Jul 2009 16:19:25 GMT
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Did they?
Why

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [LiL KiLLa](#) on Fri, 10 Jul 2009 16:21:33 GMT
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idk I can't find EKT-Scrin-T

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [Gen_Blacky](#) on Fri, 10 Jul 2009 17:15:19 GMT
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cAmpa wrote on Fri, 10 July 2009 02:39I have tested it, working fine here without any bugs.

lol renegadeX hud

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [Gen_Blacky](#) on Fri, 10 Jul 2009 18:19:06 GMT
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try this

File Attachments

1) [Shaders.zip](#), downloaded 54 times

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [slosha](#) on Fri, 10 Jul 2009 21:44:42 GMT
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Saberhawk wrote on Fri, 10 July 2009 09:52Glock~ wrote on Mon, 06 July 2009 22:27Whenever I look in a certain direction, as sbh or stealth tank, I get this weird black screen. SS below

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Basically, there's an incompatibility between scene shaders and the version of the wireframe stealth that you have installed. Unfortunately, the bugged version is the only one that I know has been made public, so the only way you can avoid the black screen *and* have wireframe stealth is to remove sceneshaders.sdb from your data directory.
Ok, thanks. Wireframe is definitely cooler than bloom

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [marcin205](#) on Tue, 14 Jul 2009 00:45:55 GMT
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LiL KiLLa wrote on Fri, 10 July 2009 11:21idk I can't find EKT-Scrin-T

oO lol Scrin is not in ekt omfg ,well only in rencom server buildings hud is allowed so gg

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [Xena](#) on Tue, 14 Jul 2009 04:52:28 GMT
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LiL KiLLa wrote on Fri, 10 July 2009 11:21idk I can't find EKT-Scrin-T
1. EKT isn't dead.

2. Scrin got kicked and banned out of EKT for cheating.

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by [LiL KiLLa](#) on Tue, 14 Jul 2009 10:39:20 GMT
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Boxxy wrote on Tue, 14 July 2009 06:52LiL KiLLa wrote on Fri, 10 July 2009 11:21idk I can't find EKT-Scrin-T

1. EKT isn't dead.
2. Scrin got kicked and banned out of EKT for cheating.

only? I saw yesterday "EKT-Scrin-T" in server
