Subject: shaders.dll crash
Posted by Moggy on Fri, 23 May 2008 05:30:35 GMT
View Forum Message <> Reply to Message

No one looks at the first topic, huh? I can't figure out what's the problem but my compiled shaders.dll crashes the game before it gets to the menu. I followed those express 2005 directions and didn't change any source, no problems during the compile, but it ends up 1 kb smaller and doesn't work. Sorry if no one had/has any ideas and this is a waste of space then it can get deleted I guess. I might try installing it all again, but it has to download so much >_>