
Subject: Re: Looking for people who had graphics problems with 3.x
Posted by [saberhawk](#) on Mon, 23 Jun 2008 00:45:05 GMT

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BlueThen wrote on Sun, 22 June 2008 18:57
Saberhawk wrote on Sun, 22 June 2008 18:54
R315r4z0r wrote on Sun, 22 June 2008 18:04
Saberhawk wrote on Sun, 22 June 2008 15:09
What shaders.dll 4.0 does doesn't really compare at all to what 3.4.4 used to do.
Is that a good thing or a bad thing? Like are the new shaders so stripped from the old ones that you shouldn't even be calling them shaders anymore?

Or are they redone to a point where they are so good you couldn't tell they evolved from the old shaders?

Click the smile on that post and see for yourself.
oo that looks nice..

Those aren't even the full shinies
