Subject: Re: [request] High Res Vehicle textures
Posted by saberhawk on Tue, 27 Jan 2009 10:20:59 GMT

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Nero wrote on Tue, 27 January 2009 04:37Yes, I have the shaders.sdb in my data folder. Also as I told you before, I tried them with the mix file, and one time while extracting the mix. In both cases it doesn't work.

Have you made sure you have shaders actually enabled in bhs.dll options?