Subject: Re: Scrin's Bloom n' Shaders
Posted by Gohax on Wed, 15 Jul 2009 09:18:13 GMT
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Idk what I'm doing wrong, but I extracted everything to the data folder, added the sdb files to my Renegade folder as well. I also have scripts 3.4 with shaders enabled. Anything else that could be affecting it? :/