Subject: Re: [Shaders] Toon and Edge
Posted by Jerad2142 on Mon, 24 Oct 2011 01:43:31 GMT

Generalcamo wrote on Sat, 22 October 2011 07:40Hmm, this will need remaking in order to work for 4.0. I think now custom shaders are shader.ini files, so that will need to be remade. But I think FX and FXO files still work, they are just now checked by the anti cheat.
And why would you want this remade?
Edge looks more like toon; and toon just looks bad. Both would put you at a disadvantage in multiplayer and neither really make it look better.