Subject: Stealth Wireframe (Resolved)
Posted by slosha on Tue, 07 Jul 2009 02:27:39 GMT

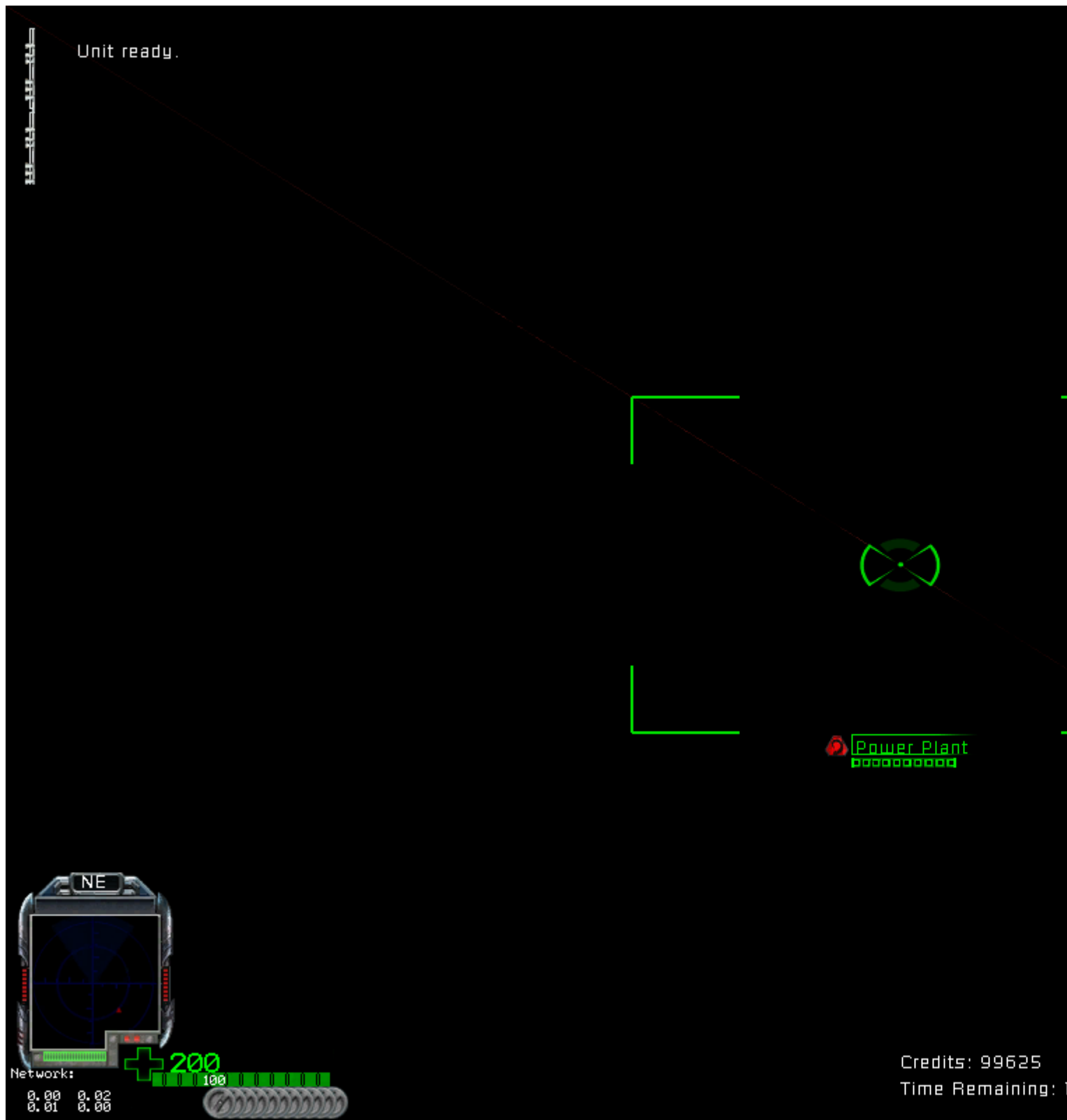View Forum Message <> Reply to Message

Whenever I look in a certain direction, as sbh or stealth tank, I get this weird black screen. SS below

Toggle Spoiler

File Attachments
1) ScreenShot60.png, downloaded 652 times

Unit ready.

Power Plant

NE

Network:
0.00 0.02
0.01 0.00

+200
100

Credits: 99625
Time Remaining:

Subject: Re: Stealth Wireframe Help
Posted by Player on Tue, 07 Jul 2009 05:02:55 GMT

Yeh, I got the same problem. I hope someone can help you

Subject: Re: Stealth Wireframe Help
Posted by Xena on Tue, 07 Jul 2009 08:41:20 GMT

i used to have the stealth wireframe a long time ago.
never had that problem =]

Subject: Re: Stealth Wireframe Help
Posted by slosha on Tue, 07 Jul 2009 16:19:54 GMT

Aww, nobody wants to help? The wireframe is so bad ass

Subject: Re: Stealth Wireframe (Still Need HELP!!!!!!)
Posted by slosha on Thu, 09 Jul 2009 21:35:44 GMT

3 day bump... still need help

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by Gen_Blacky on Fri, 10 Jul 2009 02:24:30 GMT

recompile the shaders.dll

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by slosha on Fri, 10 Jul 2009 04:36:31 GMT

Mr.NiceGuy wrote on Thu, 09 July 2009 21:24recompile the shaders.dll
I'm not a coder or anything. What does that mean?

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by anant on Fri, 10 Jul 2009 05:12:43 GMT

Just put the shaders.dll from the stealth wireframe back into the folder

---

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by slosha on Fri, 10 Jul 2009 05:28:34 GMT
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anant wrote on Fri, 10 July 2009 00:12Just put the shaders.dll from the stealth wireframe back into the folder
Only copied the shaders and it still gets the glitch :\

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by cAmpa on Fri, 10 Jul 2009 07:39:08 GMT
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I have tested it, working fine here without any bugs.

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by saberhawk on Fri, 10 Jul 2009 14:52:16 GMT
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Glock~ wrote on Mon, 06 July 2009 22:27Whenever I look in a certain direction, as sbh or stealth tank, I get this weird black screen. SS below

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Basically, there's an incompatibility between scene shaders and the version of the wireframe stealth that you have installed. Unfortunately, the bugged version is the only one that I know has been made public, so the only way you can avoid the black screen *and* have wireframe stealth is to remove sceneshaders.sdb from your data directory.

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by mrÃ£Ã§Ä·z on Fri, 10 Jul 2009 14:56:57 GMT
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Didnt knew Clan members are allowed to use Advantages

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by Killgeak on Fri, 10 Jul 2009 15:47:44 GMT
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cheater clan

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by cAmpa on Fri, 10 Jul 2009 16:17:17 GMT
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Says EKT.

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by LiL KiLLa on Fri, 10 Jul 2009 16:18:48 GMT
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ekt died

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by cAmpa on Fri, 10 Jul 2009 16:19:25 GMT
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Did they?
Why

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by LiL KiLLa on Fri, 10 Jul 2009 16:21:33 GMT
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idk I can't find EKT-Scrin-T

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by Gen_Blacky on Fri, 10 Jul 2009 17:15:19 GMT
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cAmpa wrote on Fri, 10 July 2009 02:39I have tested it, working fine here without any bugs.

lol renegadeX hud

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by Gen_Blacky on Fri, 10 Jul 2009 18:19:06 GMT
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try this

File Attachments
1) Shaders.zip, downloaded 132 times

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by slosha on Fri, 10 Jul 2009 21:44:42 GMT
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Saberhawk wrote on Fri, 10 July 2009 09:52Glock~ wrote on Mon, 06 July 2009 22:27Whenever I look in a certain direction, as sbh or stealth tank, I get this weird black screen. SS below

Toggle Spoiler

Basically, there's an incompatibility between scene shaders and the version of the wireframe stealth that you have installed. Unfortunately, the bugged version is the only one that I know has been made public, so the only way you can avoid the black screen *and* have wireframe stealth is to remove sceneshaders.sdb from your data directory.
Ok, thanks. Wireframe is definitely cooler than bloom

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by marcin205 on Tue, 14 Jul 2009 00:45:55 GMT
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LiL KiLLa wrote on Fri, 10 July 2009 11:21idk I can't find EKT-Scrin-T

oO lol Scrin is not in ekt omfg ,well only in rencom server buildings hud is allowed so gg

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by Xena on Tue, 14 Jul 2009 04:52:28 GMT
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LiL KiLLa wrote on Fri, 10 July 2009 11:21idk I can't find EKT-Scrin-T
1. EKT isn't dead.

2. Scrin got kicked and banned out of EKT for cheating.

Subject: Re: Stealth Wireframe (Still not resolved)
Posted by LiL KiLLa on Tue, 14 Jul 2009 10:39:20 GMT
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Boxxy wrote on Tue, 14 July 2009 06:52LiL KiLLa wrote on Fri, 10 July 2009 11:21idk I can't find EKT-Scrin-T
1. EKT isn't dead.
2. Scrin got kicked and banned out of EKT for cheating.

orly? I saw yesterday "EKT-Scrin-T" in server