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Subject: shaders.dll error

Posted by [shaitan](#) on Wed, 02 May 2012 18:51:35 GMT

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I made a fresh install of renFDS(tt-server-4.0beta4), I keep getting a shaders.dll error(I've tried different shaders as well, they all gave an error). Enclosed is a pic, any ideas?

### File Attachments

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1) [clp426.jpg](#), downloaded 1731 times

Computer > Elements (F:) > Westwood > RenegadeFDS > Server

File Edit View Tools Help

Organize Open Burn New folder

Renegade Master Server

```
Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
```

server.dat - Entry Point Not Found

The procedure entry point ReadRuntimeINI could not be located in the dynamic link library shaders.dll.

Local Disk (C:)	batch.dll			
Local Disk (D:)	binkw32.dll			
Elements (F:)	BRenBot.dll	5/2/2012 1:08 PM	Application extens...	232 KB
System Reserved (H:)	CharacterRefund.dll	3/6/2012 2:35 PM	Application extens...	11 KB
Network	crates.dll	3/6/2012 2:34 PM	Application extens...	38 KB
	ctf.dll	3/6/2012 2:34 PM	Application extens...	29 KB
	d3d8.dll	5/2/2012 1:08 PM	Application extens...	125 KB
	d3dx9_30.dll	5/2/2012 1:08 PM	Application extens...	2,333 KB
	example-plugin.dll	3/6/2012 2:34 PM	Application extens...	12 KB
	ExtraConsoleCommands.dll	3/6/2012 2:34 PM	Application extens...	17 KB
	FirstBlood.dll	3/6/2012 2:34 PM	Application extens...	11 KB
	lib...fin.dll	10/21/2010 5:57 AM	Application extens...	22 KB

RenegadeServer.exe Date modified: 4/26/2002 3:21 PM Date created: 5/2/2012 12:59 PM  
Application Size: 92.0 KB

Subject: Re: shaders.dll error

Posted by [shaitan](#) on Fri, 04 May 2012 03:13:51 GMT

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\*fixed\*

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