
Subject: Re: Reflective dazzle

Posted by [nopol10](#) on Thu, 20 Dec 2007 01:26:35 GMT

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The shader doesn't work when it is by itself in a new sceneshaders.sdb.
I got these log files after the thing crashed.

File Attachments

- 1) [memreport_scripts.log](#), downloaded 156 times
 - 2) [memory_scripts.log](#), downloaded 150 times
 - 3) [memleak_scripts3.log](#), downloaded 156 times
 - 4) [crashdump51.txt](#), downloaded 424 times
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