Subject: Re: [Release] New HUD with modified shaders.dll
Posted by saberhawk on Tue, 23 Dec 2008 22:15:08 GMT

SSnipe wrote on Tue, 23 December 2008 16:12If it does not support 1024 x 768 then I cant use it

smack

"This HUD supports every screen resolution but maybe if you use a too small resolution some boxes will overleap."

@DeathLink6.0:
Please comply with the scripts.dll licence and release source code for your changes.