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Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [DL60](#) on Tue, 23 Dec 2008 22:16:37 GMT

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lol it supports 1024x768.

It doesn't support everything below that because the graphics are too big.

Quote:

@DeathLink6.0:

release source code for your changes.

I planned to release it to the TT team.

Quote:

Please comply with the scripts.dll licence

What does this mean in detail? Sry for question but I really don't know.