Subject: Re: [Release] New HUD with modified shaders.dll
Posted by saberhawk on Tue, 23 Dec 2008 22:24:28 GMT

DeathLink6.0 wrote on Tue, 23 December 2008 16:16lol 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.

The license means you must release any source code for any changes you release to the public
to any dll under scripts.dll that does not have a specific exception to it in the license text.
Releasing a binary without source code is breaking the license.

Also, if you haven't noticed, I'm a member of the TT team