Subject: Re: [Release] New HUD with modified shaders.dll
Posted by _SSnipe_ on Tue, 23 Dec 2008 22:34:50 GMT

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Saberhawk wrote on Tue, 23 December 2008 14:15SSnipe 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.
I might If it overlaps on 1024 x 768 I wont use it