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

Posted by [Craziac](#) on Tue, 23 Dec 2008 22:37:30 GMT

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SSnipe wrote on Tue, 23 December 2008 23:34 I might If it overlaps on 1024 x 768 I wont use it

Was fine on 1024x768(Windowed) for me.

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