
Subject: Re: Changelist for scripts.dll 4.0

Posted by [saberhawk](#) on Tue, 24 Jun 2008 07:30:38 GMT

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Goztow wrote on Tue, 24 June 2008 02:22The most obvious one coming to my mind: people *cough* scrin *cough* adding harvester and building health to their HUD. There's already been a whole discussion about that.

hud.ini doesn't let you do that stock. They modified their shaders.dll to show the information.
