Subject: Re: HUD Posted by reborn on Thu, 11 Dec 2008 08:39:11 GMT View Forum Message <> Reply to Message

I've corrected a few bugs and a crash bug in shaders.dll that you'll need if you're serious about making a release. I would be happy to help you.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums