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

Posted by [Craziac](#) on Tue, 23 Dec 2008 21:46:26 GMT

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DeathLink6.0 wrote on Tue, 23 December 2008 15:23 This HUD supports every screen resolution but maybe if you use a too small resolution some boxes will overleap.

This screen-resolution independence was not made by us! It can already be made with a pure 3.4.4. shaders.dll

@To all with crashes: Sry I have no idea. I'm programming nub.

I have the same issue as Raven and Neon..

If you don't mind, could you PM me the changes you made to the Shaders? I may be able to fix it. I understand if you don't want to do this, I'm a closed-source man myself.

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