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

Posted by [DutchNeon](#) on Tue, 23 Dec 2008 21:50:14 GMT

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Short fix (worked for me):

While using the normal shaders.dll, turn 'Shaders enabled' off in the 'BHS.dll options', close the game, replace the modified shaders.dll back in your data map, and see if it works

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