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

Posted by [Di3HardNL](#) on Tue, 23 Dec 2008 22:26:54 GMT

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Caveman wrote on Tue, 23 December 2008 16:19 Can someone answer my question please about the mapoverlays.. which files from canadacdt's hud do I need to copy?

Just copy the .DDS and INI files that have the names of the maps as filename.

Works for me

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