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

Posted by [MGamer](#) on Tue, 23 Dec 2008 23:37:36 GMT

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anant wrote on Tue, 23 December 2008 17:35 here is the problem I get. The buildings don't show up ON ANY MAP and the money is in the wrong place, please fix.

thats because you are playing in 800 x 600 and you dont have the files from the canada hud

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