Subject: Re: [Release] New HUD with modified shaders.dll
Posted by _SSnipe_ on Wed, 24 Dec 2008 00:04:05 GMT

Yxs wrote on Tue, 23 December 2008 14:37SSnipe wrote on Tue, 23 December 2008 23:34I might If it overlaps on 1024 x 768 I wont use it

Was fine on 1024x768(Windowed) for me.
Thanks for heads up and very very very nice work