Subject: Re: [Release] New HUD with modified shaders.dll
Posted by dr3w2 on Wed, 24 Dec 2008 04:59:04 GMT
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Thanks. I liked the font and that the hud.ini had all the right properties available(like the mines), so i modified it to my liking

http://www.n00bstories.com/image.fetch.php?id=1370940366