
Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [mr£Ä\\$Ä-z](#) on Wed, 24 Dec 2008 14:05:51 GMT
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Nothing new with the building health bars i already had it by editing existing code, but that feature is getting on my nerves, when i get more time im gona recreate that shit and gonna release it
