Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by saberhawk on Wed, 24 Dec 2008 16:21:39 GMT

Caveman wrote on Wed, 24 December 2008 10:12I can still use it though? Its not gonna crash my game or anything like that? I just downloaded the second shaders.dll and I got that...

Shouldn't crash your game, but you will get worse FPS than with a release build.