Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by DL60 on Wed, 24 Dec 2008 20:32:57 GMT
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Hey I have a talk with someone who knows how to turn this stuff off XD and this someone already has my source. I'm going to compile the shaders.dll without the debug stuff and maybe some other bugs this someone found. Then I think it is a good point for this small lil archive with the .cpp's right?

Edit: Merry Christmas!

Edit2: Okay I found everything with the debug and release stuff.