
Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [MGamer](#) on Fri, 26 Dec 2008 17:23:08 GMT

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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
make a tutorial!...or atleast gimmi a tip
