Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by saberhawk on Fri, 02 Jan 2009 08:21:12 GMT

Saberhawk wrote on Thu, 01 January 2009 15:51OMGRELEASE!

The custom shaders.dll included with this release requires the
DirectX November 2008 Runtime to be installed in order to run.
If you do not have it, it will tell you.

You can download it from:
  http://www.microsoft.com/downloads/details.aspx?familyid=2da43d38-db71-4c1b-bc6a
-9b6652cd92a3&displaylang=en

Be sure to follow the instructions in data/readme.txt to actually enable the added features

Enjoy.

Updated version, only fix included is the one for the mini-health item not working on vehicles.

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File Attachments
1) d6hud_mod_upd1.zip, downloaded 239 times
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