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Subject: Re: [HUD] New HUD [Update2 read first Post]

Posted by [Craziac](#) on Fri, 30 Jan 2009 07:42:38 GMT

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@ Saberhawk and/or DeathLink...

If you want to fix the Camera Direction problem, just follow these instructions in the shaderhud.cpp file.

<http://abyss.syrkel.com/ngeeb2i280>

Enjoy!

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