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Subject: Re: how to make new huds

Posted by [dr3w2](#) on Sat, 31 Jan 2009 16:54:41 GMT

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Writing a tutorial on how to modify shaders.dll and use hud.ini to your liking could probably be done , just to give the general aspect of what is involved. However using examples like the building bar codes would clearly make the source public for other people to abuse.

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