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Subject: Re: Skins question

Posted by [RTsa](#) on Sun, 04 Oct 2009 20:48:14 GMT

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jonwil wrote on Sun, 04 October 2009 15:32 With regard to HUDs, all the "cheat HUDs" like building health, mine counter and so on (all of which require new code in shaders.dll) will all be blocked because we will be cheat checking shaders.dll (along with all other dlls)

Oh yeah! Awesome.

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