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Subject: Re: D6 Hud issues

Posted by [ErroR](#) on Sun, 27 Dec 2009 19:07:52 GMT

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Zeratul wrote on Sun, 27 December 2009 20:50crysis992 wrote on Sun, 27 December 2009 09:27make sure you copy the shaders.dll in your renegade folder, NOT the data

I copied both...

has to be the one included with the hud

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