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Subject: Re: Screen resolutions for blood hud  
Posted by [Raptor RSF](#) on Fri, 22 Jan 2010 23:40:03 GMT  
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yes i know, but in this case it isn't going to be working correct that way.

I already use negative values for my RSF hud. But the BloodHUD is an addition to the RSF hud.

And the blood that will be shown on the screen will be on 1 texture.

So basically, each resolution will get its own texture. I already programmed it like that.

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