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Subject: Re: Screen resolutions for blood hud  
Posted by [Sean](#) on Sun, 24 Jan 2010 09:40:43 GMT  
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Sir Kane wrote on Sun, 24 January 2010 03:19My own HUD code is so pro, offsets auto-scale for each resolution!

Why not post it?

Or would it break shader.dll licence if you don't release w/o source, well the least you could do is post ss

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