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Subject: Re: HUD.ini

Posted by [EvilWhiteDragon](#) on Tue, 07 Dec 2010 18:14:42 GMT

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halo2pac wrote on Tue, 07 December 2010 19:06 Per server rules would be the best option I believe. You join a original server: Shaders dissabled. join a mod server: all modified shaders allowed. or Shaders.dll and CustomShaders.Dll

I assume this will work the same way as skins, it can be chosen by serverowners what to allow/disallow. I think that it can both be a blacklist as well as a whitelist, but I'm not sure.

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