Subject: Re: For the millions of command and conquer fans around the world
Posted by jonwil on Sun, 07 Dec 2008 11:59:27 GMT
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2 things here:
1.Will this hud be limited to specific display resolutions like other HUDs that have been released here?
and 2.Will the source code changes (to shaderhud.cpp for example) be made available (as required by the license)?