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Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Craziac](#) on Tue, 23 Dec 2008 21:50:49 GMT

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DutchNeon wrote on Tue, 23 December 2008 15:50 Short fix (worked for me):

While using the normal shaders.dll, turn 'Shaders enabled' off in the 'BHS.dll options', close the game, replace the modified shaders.dll back in your data map, and see if it works

Lol, works for me too. Guess I'll just do that. On a side note though, there are several memory leaks in the changes you made.

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