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

Posted by [MGamer](#) on Tue, 23 Dec 2008 22:13:36 GMT

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SSnipe wrote on Tue, 23 December 2008 16:12 If it does not support 1024 x 768 then I cant use it
it does support 1024 x 768 but not 800 x 600
