
Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [DL60](#) on Wed, 24 Dec 2008 13:39:34 GMT

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At last one picture of our internal full HUD with BuildingBars.

Everybody who knows at least a bit programming is able to create them with the help of the existing code. I did my try as a programming nub with the bulletbar and you see it works.

Don't worry it won't be released.

It wouldn't affect public-lame-40/50-players-marathon-play but the here are still some ppl who play clanwars.

File Attachments

1) [D6HUD03.jpg](#), downloaded 634 times

