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Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]  
Posted by [R315r4z0r](#) on Wed, 24 Dec 2008 18:56:59 GMT  
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I used to get that. It isn't really that much FPS, it just says that. I would get 300FPS at some points and it wouldn't seem any different than 40.

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