
Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [dr3w2](#) on Wed, 24 Dec 2008 21:13:23 GMT

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DeathLink6.0 wrote on Wed, 24 December 2008 14:32Hey I have a talk with someone who knows how to turn this stuff off XD and this someone already has my source. I'm going to compile the shaders.dll without the debug stuff and maybe some other bugs this someone found. Then I think it is a good point for this small lil archive with the .cpp's right?

Edit: Merry Christmas!

Edit2: Okay I found everything with the debug and release stuff.
kk nice.

Im guessing just a matter of time before you upload the release/non-debug dll ?
Thanks
