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Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [DL60](#) on Thu, 25 Dec 2008 10:55:33 GMT

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@Neon: As campa said: The best way is to use the existing shaders.dll and edit HUD.ini and the textures. You don't need to more to know - except you want more features. Than you at least a bit programming experience.

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