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Subject: Re: [Release] New HUD [Update2 read first Post]  
Posted by [saberhawk](#) on Thu, 01 Jan 2009 21:51:31 GMT  
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OMGRELEASE!

The custom shaders.dll included with this release requires the DirectX November 2008 Runtime to be installed in order to run. If you do not have it, it will tell you.

You can download it from:

<http://www.microsoft.com/downloads/details.aspx?familyid=2da43d38-db71-4c1b-bc6a-9b6652cd92a3&displaylang=en>

Be sure to follow the instructions in data/readme.txt to actually enable the added features

Enjoy.

#### File Attachments

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1) [d6hud\\_mod.zip](#), downloaded 100 times

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