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Subject: Re: Hud with building bars

Posted by [dr3w2](#) on Thu, 22 Jan 2009 13:45:34 GMT

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reborn wrote on Thu, 22 January 2009 04:41 I never thought about it with regards to the teamspeak comparison before. However, it still shouldn't be released because it could be made even more exploitive...

Thats exactly the case. If i were to release my code it would take extremely minimal effort to modify it to display other things rather then buildings and health ( vehicles and/or units anyone ? )... This is what is delaying me from doing anything with it. With that technically I can't release the shaders.dll without the source due to the agreement. So the whole idea of it being released is at a halt