## Subject: Shader Plugin / Shader Help
Posted by halo2pac on Sun, 31 May 2009 20:32:53 GMT

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I saw how Scrin and D6 did there huds, and it got me thinking on the possibilities of drawing things on Renegade's screen.

Since the only way to keep source private while still releasing it is with a plugin...
Is there a way to draw parts of the hud via a plugin?
Just like you would with "void __declspec(dllexport) UpdateHUD2()" from the Shaders.dll?