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Subject: Re: Shader Plugin / Shader Help  
Posted by [reborn](#) on Sun, 31 May 2009 21:26:52 GMT  
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You couldn't keep the source private if you released a plug-in that was based on the scripts.dll shader's plug-in. It's still covered under the license agreement.  
But yeah, you can draw thing on the screen with a shaders plug-in.

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