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Subject: Re: D6 Hud issues

Posted by [zeratul](#) on Sun, 27 Dec 2009 20:10:07 GMT

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ErroR wrote on Sun, 27 December 2009 13:07Zeratul wrote on Sun, 27 December 2009

20:50crisis992 wrote on Sun, 27 December 2009 09:27make sure you copy the shaders.dll in  
your renegade folder, NOT the data

I copied both...

has to be the one included with the hud

it was

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