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Subject: Re: [HUD] Rotating Weaponlist  
Posted by [Ethenal](#) on Tue, 23 Oct 2012 03:43:24 GMT  
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Croatoan wrote on Mon, 22 October 2012 18:46Bump:

I assume this doesn't work with Scripts 4.0?

It would be awesome if it could be edited to work, as its a cool initiative.  
Doubtful. This was no doubt a modification of the then open source shaders.dll, which is with 4.0 closed source. Jonwil or the like would be able to answer this better, however.

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