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Subject: Re: Wireframe + d6 hud ?

Posted by [Craziac](#) on Thu, 05 Mar 2009 01:32:00 GMT

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Assuming you're using the plugin, it shouldn't require shaders.dll... Just the hud.ini entry. Correct me if I'm wrong, but you should just be able to add this to the hud.ini to get your wireframe working:

```
[ShaderPlugins]
```

```
PluginCount=1
```

```
1=wireframestealth.dll
```

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