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Subject: Re: hud for Dreganius

Posted by [nopol10](#) on Mon, 24 Dec 2007 01:52:59 GMT

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BlueThen wrote on Mon, 24 December 2007 09:14Scrin wrote on Sun, 23 December 2007 18:24Sir Kane wrote on Sun, 23 December 2007 18:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.  
what this C++? cpp?  
lol

It gets funnier and funnier doesn't it?

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