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Subject: Re: Scrin hud [RELEASE]

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 18:36:34 GMT

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Ethenal wrote on Wed, 06 February 2008 10:39{SB}Lone0001 wrote on Wed, 06 February 2008 11:24You know the only problem I have with these huds is the fact there is no arrow telling you if an object is pokable(or you can get in it) and the annoying health bars on the buildings, characters, etc...

The health bars annoy you? rofl.

I don't like the jagged health bars on renalpha's other hud.. :/

~Zack

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