
Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Chuck Norris](#) on Wed, 31 Dec 2008 23:22:32 GMT
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Caveman wrote on Tue, 30 December 2008 12:30 On a side note I didnt know Ren actually supported 2560x1600. I would like to see a SS of that. djlaptop posted a screen of it.

http://www.renegadeforums.com/index.php?t=msg&goto=348770&rid=23018#msg_348770

I have a screenshot in that post too showing what I was talking about earlier with the huge text on the building bars.

Edit: Seems you posted in that thread too.
