
Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Thu, 01 Jan 2009 18:04:51 GMT

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http://andr3w282.bitpwns.com/Hud_Demo.wmv

So that's what i've managed to come up with, as mentioned [saberhawk](#) is to credit for the blink code and deathlink for the textures and base code, ive manipulated and added things (like the building bars) mostly just as a learning expirement.
