Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by Titan1x77 on Mon, 05 Jan 2009 02:39:55 GMT

I love it! Thanks deathlink and saberhawk.

one problem, It doesnt work with RG :/

Are (mapname).ini going to be accepted by RG or are these going to be accepted by the new 4.0 scripts with anti-cheat?

basicly will I ever be able to play online with this hud?