Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by DutchNeon on Sat, 10 Jan 2009 01:24:28 GMT
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Too bad you didn't add building bars and 'All C4 count' to the HUD. I already got a version of shaders.dll which has the C4 count for all three types of C4, but not building bars.

I understand the decision and i slightly expected it already, that releasers wouldn't include those features