
Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by [DL60](#) on Sat, 24 Jan 2009 11:58:50 GMT

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Quote:but missed the fact cAmpa assisted it on him

We both worked as a team on the HUD. I did mainly the graphics/hud.ini and cAmpa the code fixes/features. Here and there I helped and added some code things too.

So it is definitely not a only "DeathLink-HUD", it is a "cAmpa/DeathLink"-HUD.
