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Subject: hud for Dreganius

Posted by [Scrin](#) on Sun, 23 Dec 2007 19:27:01 GMT

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ok i made it for his 40k mod, and for assholes who trying to steal texture like renalpha... beat .gif file view?

i still dont know how the hell sirkane and deadlink change cred/time positions, and no one dont wanted to help me with it, for shit sake!

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Subject: Re: hud for Dreganius

Posted by [Aprime](#) on Sun, 23 Dec 2007 19:40:17 GMT

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Nobody wants to steal "your" (you've stolen stuff many times) stuff.

All you had to do was resize the God damn screenshot.

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Subject: Re: hud for Dreganius

Posted by [GEORGE ZIMMER](#) on Sun, 23 Dec 2007 20:14:30 GMT

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Ah fuck. I can't beleive you've done this.

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Subject: Re: hud for Dreganius

Posted by [renalpha](#) on Sun, 23 Dec 2007 20:46:26 GMT

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im gonna try this hgahahaha xD

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Subject: Re: hud for Dreganius

Posted by [mr£Ä\\$Ä-z](#) on Sun, 23 Dec 2007 21:12:01 GMT

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whats about "Thank you Scrin"

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Subject: Re: hud for Dreganius

Posted by [renalpha](#) on Sun, 23 Dec 2007 21:13:39 GMT

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LOL  
scrin

Credits, renalpha

nubs to  
scrin hah u smell poop

### File Attachments

1) [render40k.jpg](#), downloaded 988 times



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Subject: Re: hud for Dreganius  
Posted by [Scrin](#) on Sun, 23 Dec 2007 21:40:32 GMT  
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il reported this topic to dev and boss team...i cant and dont want tolerate this shit anymore....  
if someone agree with me---report also.

---

Subject: Re: hud for Dreganius  
Posted by [Sir Kane](#) on Mon, 24 Dec 2007 00:00:48 GMT  
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As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely  
made in C++.

---

Subject: Re: hud for Dreganius  
Posted by [Renx](#) on Mon, 24 Dec 2007 00:03:29 GMT  
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I've reported you to the retarded team

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Subject: Re: hud for Dreganius  
Posted by [Scrin](#) on Mon, 24 Dec 2007 00:24:57 GMT  
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Sir Kane wrote on Sun, 23 December 2007 18:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.  
what this C++? cpp?

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Subject: Re: hud for Dreganius  
Posted by [BlueThen](#) on Mon, 24 Dec 2007 01:14:45 GMT  
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Scrin wrote on Sun, 23 December 2007 18:24Sir Kane wrote on Sun, 23 December 2007 18:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.  
what this C++? cpp?  
lol

---

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Subject: Re: hud for Dreganius  
Posted by [nopol10](#) on Mon, 24 Dec 2007 01:52:59 GMT  
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BlueThen wrote on Mon, 24 December 2007 09:14Scrin wrote on Sun, 23 December 2007 18:24Sir Kane wrote on Sun, 23 December 2007 18:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.  
what this C++? cpp?  
lol

It gets funnier and funnier doesn't it?

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Subject: Re: hud for Dreganius  
Posted by [Dreganius](#) on Mon, 24 Dec 2007 02:06:36 GMT  
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Meh.

Whoop-de-fucking-do people can steal my Ren40k HUD that's gonna be in the mod anyway, so people could steal it there.

Look at how much i care.

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Subject: Re: hud for Dreganius  
Posted by [mr£ÄŞÄ-z](#) on Mon, 24 Dec 2007 12:20:31 GMT  
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Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...

---

Subject: Re: hud for Dreganius  
Posted by [sadukar09](#) on Mon, 24 Dec 2007 12:34:07 GMT  
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MadRockz wrote on Mon, 24 December 2007 06:20Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...  
More than you, dipshit.

---

Subject: Re: hud for Dreganius  
Posted by [mr£ÄŞÄ-z](#) on Mon, 24 Dec 2007 12:58:02 GMT  
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stfu gaylord

---

Subject: Re: hud for Dreganius  
Posted by [Sir Kane](#) on Mon, 24 Dec 2007 13:28:52 GMT  
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Quit being retarded, MadRockz.

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Subject: Re: hud for Dreganius  
Posted by [Herr Surth](#) on Mon, 24 Dec 2007 13:33:26 GMT  
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Agreed.

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Subject: Re: hud for Dreganius  
Posted by [IronWarrior](#) on Mon, 24 Dec 2007 13:41:34 GMT

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Sir Kane wrote on Mon, 24 December 2007 07:28Quit being retarded, MadRockz.

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Subject: Re: hud for Dreganius  
Posted by [HORQWER](#) on Mon, 24 Dec 2007 14:13:19 GMT  
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sadukar09 wrote on Mon, 24 December 2007 06:34MadRockz wrote on Mon, 24 December 2007 06:20Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...  
More than you, dipshit.  
sadukar09 ur so gay u made mikel jackson look straight

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Subject: Re: hud for Dreganius  
Posted by [renalpha](#) on Mon, 24 Dec 2007 16:48:22 GMT  
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HORQWER wrote on Mon, 24 December 2007 08:13sadukar09 wrote on Mon, 24 December 2007 06:34MadRockz wrote on Mon, 24 December 2007 06:20Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...  
More than you, dipshit.  
sadukar09 ur so gay u made mikel jackson look straight  
and ur so gay that u even can write it right. LOL  
I WANT THEM PLECOS IN THEM TOPIC!!!

---

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Subject: Re: hud for Dreganius  
Posted by [sadukar09](#) on Mon, 24 Dec 2007 17:21:33 GMT  
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HORQWER wrote on Mon, 24 December 2007 08:13sadukar09 wrote on Mon, 24 December 2007 06:34MadRockz wrote on Mon, 24 December 2007 06:20Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...  
More than you, dipshit.  
sadukar09 ur so gay u made mikel jackson look straight

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And hud.ini uses things from scripts.dll which is written in C++ (?)...

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Subject: Re: hud for Dreganius  
Posted by [Scrin](#) on Mon, 24 Dec 2007 19:10:46 GMT  
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CarrierII wrote on Mon, 24 December 2007 12:02And hud.ini uses things from scripts.dll which is written in C++ (?)...

i dont know what the hell is this c++

---

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Subject: Re: hud for Dreganius  
Posted by [Sir Kane](#) on Mon, 24 Dec 2007 19:15:20 GMT  
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CarrierII wrote on Mon, 24 December 2007 12:02And hud.ini uses things from scripts.dll which is written in C++ (?)...

Yes, but instead of being forced to certain things, I can add whatever I want (see my topic that's about to be created).

---

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Subject: Re: hud for Dreganius  
Posted by [Scrin](#) on Mon, 24 Dec 2007 19:28:17 GMT  
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Sir Kane wrote on Mon, 24 December 2007 13:15CarrierII wrote on Mon, 24 December 2007 12:02And hud.ini uses things from scripts.dll which is written in C++ (?)...

Yes, but instead of being forced to certain things, I can add whatever I want (see my topic that's about to be created).  
everybody knows what you are cool cool etc... now tell what this c++ means

---

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Subject: Re: hud for Dreganius  
Posted by [sadukar09](#) on Mon, 24 Dec 2007 20:13:03 GMT  
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See here.

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Subject: Re: hud for Dreganius

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Posted by [Scrin](#) on Mon, 24 Dec 2007 20:18:28 GMT

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sadukar09 wrote on Mon, 24 December 2007 12:13See here.

i prefer this---> <http://www.yandex.ru/yandsearch?text=gg%3f&yasoft=barie&clid=21975>  
but np

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Subject: Re: hud for Dreganius

Posted by [Dealman](#) on Mon, 24 Dec 2007 22:00:23 GMT

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---

Scrin wrote on Sun, 23 December 2007 22:40il reported this topic to dev and boss team...i cant and dont want tolerate this shit anymore....  
if someone agree with me---report also.

I'm with you.

---

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Subject: Re: hud for Dreganius

Posted by [YSLMuffins](#) on Tue, 25 Dec 2007 11:45:12 GMT

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There is no need for this.

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