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Subject: A LIDDL - BIG correction :)

Posted by [Akai](#) on Fri, 27 May 2005 13:26:46 GMT

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If u play Renegade and have (to example) in a game the Place 11.

U cant see the first Nummer, (so u see u r Place 1.)

because the Message bar covered it.

(so u cant see ur correct place -.-)

Can u !PLEASE! Make the Message bar, a LIDDL bit shorter

(left zo righth length, 1/2 centimeter will be enough!

and u will can read the messages without problems...)

That all can Show their Place, without problems!

Its really NO big thing, but it will a very good fix for the next CorePatch.

\*i Love Cp\*

mfg and cya Akai

- ZombieFX -

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