
Subject: Re: Sniper scope.

Posted by [Viking](#) on Sat, 24 Feb 2007 04:03:53 GMT

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jonwil wrote on Fri, 23 February 2007 21:45 Now that I think about it, you could probably do everything in that picture of Silent_Kane's using the custom scope code I have and the custom HUD code I have...

Ok, and how would you do this so that it would work like you were just using a different Sniper_Hud? and not only on a cretin map?
