
Subject: Re: Request HUD Scripts Code
Posted by [Scrin](#) on Tue, 23 Oct 2007 22:12:31 GMT
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Tunaman wrote on Tue, 23 October 2007 17:07: It's like three lines of code.. If that's all you want fixed, I can do it when I get home. Or I can just give you my own edited shaders.dll which supports reading all the map info from a single file, blinking lights, and I don't even remember what else.. O!. nice tuna.... but like i remember in last year when Non00bs forum still active, you not very do somethink for me....but im give out my skins lol :B
here my problem--> <http://www.divshare.com/download/2436057-56f>
i made this vid for His Divine Shadow lol.(for sir kane)
first look to havoc armor/healths them look to meds....when im inside
