
Subject: Re: Demo of hud.ini radar map features
Posted by [Scrin](#) on Tue, 23 Oct 2007 23:22:41 GMT
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Sir Kane wrote on Tue, 23 October 2007 18:06: And the Hand of Nod still looks the same.
can you tell me one thing.... i just broke my mind with it lol...

like, you join to server-server map is walls- you play there, blabla (your hud.ini got walls.tga)- then
gdi or nod wins- you go to next map-- what shows your radar now? its same walls (in other map like
city) or you find the way how rotate hud.ini texture maps on server maps... like if you play in
walls- radar show walls... you play city radar show city... without every time open hud and change
texture to get same as servermap set right now.....?
its main thing i need to know pls ('_')
