
Subject: Re: Uber HUDs, part 12
Posted by [renalpha](#) on Sun, 09 Dec 2007 16:35:51 GMT
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canadacan
we need your modded textures

BackgroundTexture=game_radar.tga
BlipTexture=game_radar.tga
ShieldBarTexture=game_hud.tga
ScrollingMapTexture=Empty.tga
TextureName=game_Weapon.tga
TextureName=game_hud_Credits.tga

if we got this + working then we owe you 1 big time!
