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Subject: Re: hud for Dreganius

Posted by [Sir Kane](#) on Mon, 24 Dec 2007 19:15:20 GMT

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CarrierII wrote on Mon, 24 December 2007 12:02And hud.ini uses things from scripts.dll which is written in C++ (?)...

Yes, but instead of being forced to certain things, I can add whatever I want (see my topic that's about to be created).

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