Subject: Re: Uber HUD (final part)
Posted by Sir Kane on Wed, 09 Jan 2008 16:45:29 GMT

MadRockz wrote on Wed, 09 January 2008 09:02danpaul88 wrote on Wed, 09 January 2008 08:40Hey, look at that, you can see not only where the enemy is but what they are driving, great radar hack there!
Look at Sir_Kanes HUD ...   nice work Scrin! oh and maybe the server Radar was set to "2" so you can see enemy on radar...
Quit being retarded. I already stated that it was for sole showing purposes in the screenshot taking on the n00bstories server a while ago and the one with the topview map was a LAN game with "everyone" radarmode on.