
Subject: Re: Uber HUD (final part)

Posted by [Scrin](#) on Wed, 09 Jan 2008 16:55:14 GMT

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Sir Kane wrote on Wed, 09 January 2008 08:45MadRockz 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.

lan?? lol, so you get owned... i can use all this in each server i join (but coop server now got some bug with image lmao)
