

---

Subject: Re: Tiberium-planet hud [update]release  
Posted by [cpjok](#) on Thu, 24 Jan 2008 00:50:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i know away to get them to work with RG but you need to have every map you use made into it  
it looks messed up but if you get or make a blank hud first it could be perfect

---