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Subject: Re: Faction HUDs

Posted by [Samous Mods](#) on Thu, 24 Apr 2008 17:17:26 GMT

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The Executor wrote on Thu, 24 April 2008 12:32 I see, well like it was said earlier. Just attach a script to all the different teamed sliders and then there correct hud.

However it still seems like a lot of work for just a simple HUD change.  
also same thing need to do to get different autorifles for nod and gdi ....

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