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Subject: Re: Hud

Posted by [ChewML](#) on Sat, 12 Jul 2008 17:22:13 GMT

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I would love to be able to use one of these HUDs, but the problem is they are not OK with RG (some of us don't have the option of not running it).

So if someone could please talk to someone higher up and get these ini files for the maps allowed that would be great.

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