

---

Subject: Re: HUDs?

Posted by [samous](#) on Thu, 18 Dec 2008 04:09:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i think all you have to do is:

MapTexture = <ECT>.tga

or something. Don't copy it, i bet i'm rong. Look at one of those scrolling hud things, the code is there.

---