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Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Altzan](#) on Sat, 03 Jan 2009 05:25:12 GMT

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Watch the flaming.

I do agree though. With only a couple people there is an easier chance that someone could invade and destroy your buildings without a prior warning first.

I don't think a HUD needs this feature, though.

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