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Subject: Re: [Release] New HUD [Update2 read first Post]  
Posted by [saberhawk](#) on Tue, 06 Jan 2009 06:46:59 GMT  
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Titan1x77 wrote on Sun, 04 January 2009 20:39I love it! Thanks deathlink and saberhawk.

one problem, It doesnt work with RG :/

Are (mapname).ini going to be accepted by RG or are these going to be accepted by the new 4.0 scripts with anti-cheat?

basicly will I ever be able to play online with this hud?

Does the hud.ini by itself work with RG?

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