Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by dr3w2 on Tue, 06 Jan 2009 22:53:54 GMT

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With a small amount of editing ( very little ) i've made this hud work with renguard. The issue was the mapnames.ini files, so with a little editing the data gets loaded from hud.ini
Just do a little editing in void ReadMapINI()