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

Posted by [dr3w2](#) on Sat, 10 Jan 2009 02:02:42 GMT

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DutchNeon wrote on Fri, 09 January 2009 19:24 Too bad you didn't add building bars and 'All C4 count' to the HUD. I already got a version of shaders.dll which has the C4 count for all three types of C4, but not building bars.

I understand the decision and i slightly expected it already, that releasers wouldn't include those features

I could easily add my building bars with this release, however to much controversy. If there seemed to be a more acceptance for it I'll release the new rewritten code I have it the works.

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