
Subject: Re: Bug with custom HUD icons
Posted by [saberhawk](#) on Fri, 20 Feb 2009 21:09:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zack wrote on Fri, 20 February 2009 16:04 Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

No.
