
Subject: Re: Bug with custom HUD icons
Posted by [TruYuri](#) on Thu, 19 Mar 2009 05:39:57 GMT
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Saberhawk wrote on Wed, 18 March 2009 19:02 YazooGang wrote on Wed, 18 March 2009 20:23 TruYuri wrote on Wed, 18 March 2009 15:15 YazooGang wrote on Wed, 18 March 2009 13:14 Saberhawk wrote on Fri, 20 February 2009 15:09 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.
I'm not against Saberhawk, but Reborn has their hud.ini in always.dat.

Okay? What exactly does that have to do with it?
Man, reread the posts, then post. You just made a failure post. Thanks!

always.dat != map mix file

My point exactly.
