
Subject: Re: [HUD] Rotating Weaponlist
Posted by [Tunaman](#) on Thu, 24 Dec 2009 13:03:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks guys. ^^

And Omar, that's really strange, I did most of my testing in LAN games, and only a few times online. Were you using another HUD by chance with it or just this? Its very possible I messed something up. :<

Edit: seems like it was a corrupted map

Edit: I also found out that it really emphasizes the lag you have... I wonder if I can make a way to fix it.
