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Subject: Re: [HUD] Rotating Weaponlist  
Posted by [Russ](#) on Wed, 17 Feb 2010 03:04:44 GMT  
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Is there anyway that anyone can describe to a complete n00b & virtually computer illiterate person (Me) of how & where to put what files & what files to remove in order for this to work properly?

Does it work in cooperation with any HUDs w/o interference or error?

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