Subject: hud for Dreganius
Posted by Scrin on Sun, 23 Dec 2007 19:27:01 GMT
View Forum Message <> Reply to Message

ok i made it for his 40k mod, and for assholes who trying to steal texture like renalpha... beat .gif file view?
i still dont know how the hell sirkane and deadlink change cred/time positions, and no one dont wanted to help me with it, for shit sake!

Subject: Re: hud for Dreganius
Posted by Aprime on Sun, 23 Dec 2007 19:40:17 GMT
View Forum Message <> Reply to Message

Nobody wants to steal "your" (you've stolen stuff many times) stuff.

All you had to do was resize the God damn screenshot.

Subject: Re: hud for Dreganius
Posted by GEORGE ZIMMER on Sun, 23 Dec 2007 20:14:30 GMT
View Forum Message <> Reply to Message

Ah fuck. I can't beleive you've done this.

Subject: Re: hud for Dreganius
Posted by renalpha on Sun, 23 Dec 2007 20:46:26 GMT
View Forum Message <> Reply to Message

im gonna try this hgahahaha xD

Subject: Re: hud for Dreganius
Posted by mrÃ£Ã§Ä·z on Sun, 23 Dec 2007 21:12:01 GMT
View Forum Message <> Reply to Message

whats about "Thank you Scrin"

Subject: Re: hud for Dreganius
Posted by renalpha on Sun, 23 Dec 2007 21:13:39 GMT
View Forum Message <> Reply to Message

LOL
scrin

Credits, renalpha

nubs to
scrin hah u smell poop


```
File Attachments
1) render40k.jpg, downloaded 473 times
```

Subject: Re: hud for Dreganius
Posted by Scrin on Sun, 23 Dec 2007 21:40:32 GMT
View Forum Message <> Reply to Message

il reported this topic to dev and boss team...i cant and dont want tolerate this shit anymore....
if someone agree with me---report also.

Subject: Re: hud for Dreganius
Posted by Sir Kane on Mon, 24 Dec 2007 00:00:48 GMT
View Forum Message <> Reply to Message

As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely
made in C++.

Subject: Re: hud for Dreganius
Posted by Renx on Mon, 24 Dec 2007 00:03:29 GMT
View Forum Message <> Reply to Message

I've reported you to the retarded team

Subject: Re: hud for Dreganius
Posted by Scrin on Mon, 24 Dec 2007 00:24:57 GMT
View Forum Message <> Reply to Message

Sir Kane wrote on Sun, 23 December 2007 18:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.
what this C++? cpp?

Subject: Re: hud for Dreganius
Posted by BlueThen on Mon, 24 Dec 2007 01:14:45 GMT
View Forum Message <> Reply to Message

Scrin wrote on Sun, 23 December 2007 18:24Sir Kane wrote on Sun, 23 December 2007 18:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.
what this C++? cpp?
lol

Subject: Re: hud for Dreganius
Posted by nopol10 on Mon, 24 Dec 2007 01:52:59 GMT
View Forum Message <> Reply to Message

BlueThen wrote on Mon, 24 December 2007 09:14Scrin wrote on Sun, 23 December 2007 18:24Sir Kane wrote on Sun, 23 December 2007 18:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.
what this C++? cpp?
lol

It gets funnier and funnier doesn't it?

Subject: Re: hud for Dreganius
Posted by Dreganius on Mon, 24 Dec 2007 02:06:36 GMT
View Forum Message <> Reply to Message

Meh.

Whoop-de-fucking-do people can steal my Ren40k HUD that's gonna be in the mod anyway, so people could steal it there.

Look at how much i care.

Subject: Re: hud for Dreganius
Posted by mrÃ£Ã§Ä·z on Mon, 24 Dec 2007 12:20:31 GMT
View Forum Message <> Reply to Message

Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...

Subject: Re: hud for Dreganius
Posted by sadukar09 on Mon, 24 Dec 2007 12:34:07 GMT
View Forum Message <> Reply to Message

MadRockz wrote on Mon, 24 December 2007 06:20Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...
More than you, dipshit.

Subject: Re: hud for Dreganius
Posted by mrÃ£Ã§Ä·z on Mon, 24 Dec 2007 12:58:02 GMT
View Forum Message <> Reply to Message

stfu gaylord

Subject: Re: hud for Dreganius
Posted by Sir Kane on Mon, 24 Dec 2007 13:28:52 GMT
View Forum Message <> Reply to Message

Quit being retarded, MadRockz.

Subject: Re: hud for Dreganius
Posted by Herr Surth on Mon, 24 Dec 2007 13:33:26 GMT
View Forum Message <> Reply to Message

Agreed.

Subject: Re: hud for Dreganius
Posted by IronWarrior on Mon, 24 Dec 2007 13:41:34 GMT

Sir Kane wrote on Mon, 24 December 2007 07:28Quit being retarded, MadRockz.

Subject: Re: hud for Dreganius
Posted by HORQWER on Mon, 24 Dec 2007 14:13:19 GMT

sadukar09 wrote on Mon, 24 December 2007 06:34MadRockz wrote on Mon, 24 December 2007 06:20Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...
More than you, dipshit.
sadukar09 ur so gay u made mikel jackson look straight

Subject: Re: hud for Dreganius
Posted by renalpha on Mon, 24 Dec 2007 16:48:22 GMT

HORQWER wrote on Mon, 24 December 2007 08:13sadukar09 wrote on Mon, 24 December 2007 06:34MadRockz wrote on Mon, 24 December 2007 06:20Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...
More than you, dipshit.
sadukar09 ur so gay u made mikel jackson look straight
and ur so gay that u even can write it right. LOL
I WANT THEM PLECOS IN THEM TOPIC!!!

Subject: Re: hud for Dreganius
Posted by sadukar09 on Mon, 24 Dec 2007 17:21:33 GMT

HORQWER wrote on Mon, 24 December 2007 08:13sadukar09 wrote on Mon, 24 December 2007 06:34MadRockz wrote on Mon, 24 December 2007 06:20Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...
More than you, dipshit.
sadukar09 ur so gay u made mikel jackson look straight

The reason you are guessing my sexual orientation is?

Subject: Re: hud for Dreganius
Posted by Ethenal on Mon, 24 Dec 2007 17:24:17 GMT
View Forum Message <> Reply to Message

IronWarrior wrote on Mon, 24 December 2007 07:41Sir Kane wrote on Mon, 24 December 2007 07:28Quit being retarded, MadRockz.

Subject: WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
Posted by HORQWER on Mon, 24 Dec 2007 17:55:05 GMT
View Forum Message <> Reply to Message

sadukar09 wrote on Mon, 24 December 2007 11:21HORQWER wrote on Mon, 24 December 2007 08:13sadukar09 wrote on Mon, 24 December 2007 06:34MadRockz wrote on Mon, 24 December 2007 06:20Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...
More than you, dipshit.
sadukar09 ur so gay u made mikel jackson look straight
The reason you are guessing my sexual orientation is?
because u fucked ur dad

Subject: Re: WWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWWW
Posted by Starbuzz on Mon, 24 Dec 2007 17:55:57 GMT
View Forum Message <> Reply to Message

OMG! Stop it you guys...this is insane.

Subject: Re: hud for Dreganius
Posted by CarrierII on Mon, 24 Dec 2007 18:02:17 GMT
View Forum Message <> Reply to Message

And hud.ini uses things from scripts.dll which is written in C++ (?)...

Subject: Re: hud for Dreganius
Posted by Scrin on Mon, 24 Dec 2007 19:10:46 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Mon, 24 December 2007 12:02And hud.ini uses things from scripts.dll which is written in C++ (?)...

i dont know what the hell is this c++

Subject: Re: hud for Dreganius
Posted by Sir Kane on Mon, 24 Dec 2007 19:15:20 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Mon, 24 December 2007 12:02And hud.ini uses things from scripts.dll which is written in C++ (?)...

Yes, but instead of being forced to certain things, I can add whatever I want (see my topic that's about to be created).

Subject: Re: hud for Dreganius
Posted by Scrin on Mon, 24 Dec 2007 19:28:17 GMT
View Forum Message <> Reply to Message

Sir Kane wrote on Mon, 24 December 2007 13:15CarrierII wrote on Mon, 24 December 2007 12:02And hud.ini uses things from scripts.dll which is written in C++ (?)...

Yes, but instead of being forced to certain things, I can add whatever I want (see my topic that's about to be created).
everybody knows what you are cool cool etc... now tell what this c++ means

---

Subject: Re: hud for Dreganius
Posted by sadukar09 on Mon, 24 Dec 2007 20:13:03 GMT
View Forum Message <> Reply to Message

See here.

Subject: Re: hud for Dreganius

Posted by Scrin on Mon, 24 Dec 2007 20:18:28 GMT

sadukar09 wrote on Mon, 24 December 2007 12:13See here.

i prefer this--->   http://www.yandex.ru/yandsearch?text=gg%3f&yasoft=barie&clid=21975
but np

Subject: Re: hud for Dreganius
Posted by Dealman on Mon, 24 Dec 2007 22:00:23 GMT

Scrin wrote on Sun, 23 December 2007 22:40il reported this topic to dev and boss team...i cant
and dont want tolerate this shit anymore....
if someone agree with me---report also.

I'm with you.

Subject: Re: hud for Dreganius
Posted by YSLMuffins on Tue, 25 Dec 2007 11:45:12 GMT

There is no need for this.