Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Thu, 25 Oct 2007 18:51:56 GMT
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Sir Kane wrote on Thu, 25 October 2007 10:34omgwtflol
mmmmm i watch first mission video of that game...... so i can make exactly same hud what you made...(i meybe make my own but lol i very love fears font!)

also i got veh code (all) thanks to jon lol its inside NON .exe file of script 3.4.4..

i need only maps everhead now (divine SKane still best here)
and i need to know how rotate maps (need to know how Change_maps thing working)