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Subject: Re: Radar Map HUDs

Posted by [Slave](#) on Tue, 18 Dec 2007 01:20:12 GMT

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I don't really understand what you're trying to say. But if my interpretation is correct, I would say that's already possible. Deathlink's hud for example, seems to be independant of resolution.

Also, yes w3dview

Also,

Toggle Spoiler

Over 1 mb, so had to use imageshack

That's the last one for now, for testing purposes, until I'm positive they actually work and serve a purpose.

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