

---

Subject: Re: Scrin hud [RELEASE]

Posted by [Ethenal](#) on Wed, 06 Feb 2008 17:39:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

{SB}Lone0001 wrote on Wed, 06 February 2008 11:24 You know the only problem I have with these huds is the fact there is no arrow telling you if an object is pokable(or you can get in it) and the annoying health bars on the buildings, characters, etc...

The health bars annoy you? rofl.

---