Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by Caveman on Tue, 30 Dec 2008 17:30:44 GMT
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Yeah I didn't realise how much I actually used it until it was gone and when it was gone I was going mad.. Dying left, right and centre. Its why I was so insistent on someone fixing it. Thank fully Saber took the time to stream his work to people in IRC so we could see how he was progressing.

On a side note I didnt know Ren actually supported 2560x1600. I would like to see a SS of that.