Subject: Re: Bug with custom HUD icons
Posted by YazooGang on Thu, 19 Mar 2009 00:23:09 GMT
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TruYuri wrote on Wed, 18 March 2009 15:15YazooGang wrote on Wed, 18 March 2009 13:14Saberhawk wrote on Fri, 20 February 2009 15:09Zack wrote on Fri, 20 February 2009 16:04Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

No.
I'm not against Saberhawk, but Reborn has their hud.ini in always.dat.

Okay? What exactly does that have to do with it?
Man, reread the posts, then post. You just made a failure post. Thanks!