

---

Subject: Re: hud for Dreganius

Posted by [Scrin](#) on Mon, 24 Dec 2007 00:24:57 GMT

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

---

Sir Kane wrote on Sun, 23 December 2007 18:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.  
what this C++? cpp?

---