Subject: Re: hud for Dreganius
Posted by BlueThen on Mon, 24 Dec 2007 01:14:45 GMT

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Scrin wrote on Sun, 23 December 2007 18:24Sir 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?
lol