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Subject: Re: hud for Dreganius

Posted by [mr£Ä\\$Ä-z](#) on Mon, 24 Dec 2007 12:20:31 GMT

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Sir Kane wrote on Sun, 23 December 2007 17:00As stated many times before, my HUD doesn't use any hud.ini shit. Its functionality is entirely made in C++.

wow... youre so cool...

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