
Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Thu, 25 Dec 2008 21:10:36 GMT
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Caveman wrote on Thu, 25 December 2008 10:40 So about that blinking business.....

Saberhawk wrote on Thu, 25 December 2008 09:17 DutchNeon wrote on Thu, 25 December 2008 07:43

And what Caveman said would be useful, I had the same problem while using this HUD, and turning the value on in HUD.ini that causes the 'thing' to flash when you are below 50HP only results into flashing health icon in the middle of your screen without any value next to it (value for the amount of HP: 1-50).

What keyword would that be?

...
