
Subject: Re: Bug with custom HUD icons
Posted by [rrutk](#) on Fri, 20 Feb 2009 21:25:29 GMT
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Saberhawk 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.

Also not related to my own topic, but why?:

"JFW_HUD_INI (Loads a new hud ini at runtime for the player it is attached to)
HUDINI (what ini file to load)
see bhs.txt for more details of the hud ini code"