
Subject: Re: Please Help me with HUD.ini
Posted by [Tunaman](#) on Wed, 05 Sep 2007 13:24:48 GMT
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danpaul88 wrote on Wed, 05 September 2007 08:54 Why on earth are you wanting to recompile scripts.dll to use a custom hud.ini file?

You just put the hud.ini into your data (? or maybe just renegade folder, but probably data) folder, and load renegade, no need to go around recompiling things
No, Mad_Kitten is right, in the code for drawing the health and armor with hud.ini there is no checking of whether you are in a vehicle or not.
