Subject: Re: Demo of hud.ini radar map features
Posted by Tunaman on Tue, 23 Oct 2007 21:47:25 GMT
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Read bhs.txt included with the scripts and you can learn how to make such an HUD Jonwil's way. You'll probably need to fix a few things in shaderhud.cpp, and you're definately going to want to edit it if you want such things as flashing health/armor bars and a lot of other stuff.. I haven't worked on finishing my HUD in a while so I forgot what all I had to add.