i learned alot of stuff so far with the hud.ini by reading the bhs.ini

so, i also get somestuff from the hud.ini that i downloaded from renhelp.net (http://www.renhelp.net/downloads/HUD%201280x1024.zip)

i got a problem here:

[Texture0]

TextureName=weapon_hud1.tga

QuadCount=1

Quad0Color=9

Quad0XPos=1075

Quad0YPos=777

Quad0Top=50

Quad0Left=60

Quad0Bottom=600

Quad0Right=500

i want to put an image on the right bottom but it wont show up, i only changed the TextureName, Quad0XPos, Quad0YPos.

i didnt understand anyother parts, can someone help please?