Quad0XPos= means the X Position ans screen (left right)
Quad0YPos= means the Y Position on your screen (up down)

IMPORTANT for this both: The X=0 Y=0 point is in the upper left corner of your screen. You can also use NEGATIVE values here. If you use e.g. -500 -500 you have the right lower corners as 0,0 Point. This allows you to make your HUD nearly independet from screen esolution.

This defines the area on you texture which you want to display (right a coordinbate system in yout texture):
Quad0Top=
Quad0Left=
Quad0Bottom=
Quad0Right=

For example: You have a nice box for you radar in the left upper corner in your 512x512 texture but 10 pixel from the left and top border and this box is 100x100 pixel large you have to fill in:
Quad0Top=10
Quad0Left=10
Quad0Bottom=109
Quad0Right=109

Take a look at this pixture:
 -this it what the QuadXTop,left and so on do:

Edit: Hmm I should copy this part in my HUD tutorial...

File Attachments
1) tutorialtex.jpg, downloaded 576 times

Pixel-ine at 10px for top and left

Pixellines at X=109 and Y=109 for right
and bottom

All four defined pixellines mark the area on the texture which
will be displayed on your screen

MY RADAR-
BOX

MY 512X512 HUD TEXTURE