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Subject: Re: problem with hud.ini

Posted by [DL60](#) on Fri, 12 Dec 2008 07:26:56 GMT

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Quad0XPos= means the X Position on 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 independent from screen resolution.

This defines the area on your texture which you want to display (right a coordinate system in your texture):

Quad0Top=

Quad0Left=

Quad0Bottom=

Quad0Right=

For example: You have a nice box for your 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 picture:

-this is what the QuadXTop, left and so on do:

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

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## File Attachments

1) [tutorialtex.jpg](#), downloaded 742 times

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