Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by DutchNeon on Thu, 25 Dec 2008 13:43:55 GMT
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Yes Deathlink, I already figured that out

I'm only trying to move certain things of your HUD, and then maybe try my own textures (although I can't open and edit DDS files atm).

I'm only wondering how big the grid is it uses for values in Hud.ini (X and Y positioning) . As I'm trying to move things (Boxes with icons) to different locations over the screen.

I tried to find the X middle, but I couldn't really find it. It has to be somewhere between -710 and -690 (with 1280 X 1024 reso). Next to that, I was wondering what the lowest and highest X and Y are for the grid As it would be useful for moving boxes and icons etc.

And what Caveman said would be useful, I had the same problem while using this HUD, and turning the value on in HUD.ini that causes the 'thing' to flash when you are below 50HP only results into flashing health icon in the middle of your screen without any value next to it (value for the amount of HP: 1-50).