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Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [DL60](#) on Thu, 25 Dec 2008 13:59:55 GMT

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bhs.txt says:

The 0,0 point on you monitor is in the left upper corner if you use only positive values.

For other Kombinations:

X>0 Y<0 -> 0,0 is in the left lower corner

X<0 Y<0 -> 0,0 is in the right lower corner

X<0 Y>0 -> 0,0 is in the right upper corner

The grid is one pixel of you screen-res.

TEST IT!

I don't spend more time for this hud and in addition I don't know how to make sth. blink and I don't want to. We've done enough and I'm glad that is finsihed the way I want. There still some bugs left to fix (icons-colorscheme still doesn't work but I don't need that in my HUD).

Have fun with source. I'm waiting for your bugfixes and features now.

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