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

Posted by [dr3w2](#) on Fri, 02 Jan 2009 05:37:28 GMT

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Saberhawk wrote on Thu, 01 January 2009 23:33andr3w282 wrote on Thu, 01 January 2009 23:24Chuck Norris wrote on Thu, 01 January 2009 19:47I get it to work, but only for infantry. It doesn't flash or show when my health drops when in a vehicle. Your right, saberhawk must have forgot to add it <snip>

Yes, I did forget to add it. However, that is not the proper fix. Use this instead.

In minihealthhud.cpp find:

```
GameObject *obj = (GameObject *)(*TheStar)->obj;
```

Replace with

```
GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);
```

well someone made my "fix" look like shit

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