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

Posted by [dr3w2](#) on Sun, 04 Jan 2009 20:13:40 GMT

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To do the mines/remotes/timed thing this is what i ended up adding:

```
if (RenderMinesText)
{
    MinesRender2DClass->Reset();
    RectClass *r = (RectClass *)((char *)MinesRender2DClass+0x5B8);
    float Mines = float(Get_C4_Count_Proximity(Get_Player_Type(obj)));
    float c4 = float(Get_C4_Count_Remote(Get_Player_Type(obj)));
    float c42 = float(Get_C4_Count(Get_Player_Type(obj)));

    r->Right = MinesPosition->X;
    r->Left = MinesPosition->X;
    r->Top = MinesPosition->Y;
    r->Bottom = MinesPosition->Y;
    char text[20];
    unsigned int h = (unsigned int)(Mines + 0.5f);
    unsigned int j = (unsigned int)(c4 + 0.5f);
    unsigned int k = (unsigned int)(c42 + 0.5f) - h - j;
    sprintf(text,"%d : %d : %d",h,j,k);
    unsigned int color = MinesColor;
    MinesRender2DClass->Draw_Text(text,color);
    MinesRender2DClass->Render();
}
```

I couldn't find a command to get the timed c4 count, so i figured why not just subtract mines and remotes from the total

This will output mines : remotes : timed for your team. Its actually extremely useless but i figured why not
