
Subject: Re: Creating a Hud

Posted by [Omar007](#) on Thu, 27 Aug 2009 14:18:49 GMT

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bo3hse wrote on Thu, 27 August 2009 04:17ehm i thing you only need to modify shaders.dll if you want to make new options in the hud for examples Building Bars and not for making a own Hud or is that wrong?

And no i cant c++ full but i can modify things.

No your are right. If you just want to modify the look of it you'll have to change hud_main.dds

You'll only have to do C++ programming if you want to add counters, building bars etc.
