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Subject: Re: [unanswered] HUD - moving weapon selection

Posted by [Tunaman](#) on Tue, 15 Dec 2009 04:31:25 GMT

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Well eventually I will be able to move them, and I know its possible because I've seen screenshots of HUDs that do it.

Right now I'm just using stuff like Ollydbg to try to find the code that draws the weapons, it would just be nice to save myself the work of doing that if someone has already done this.

Edit: ha, I actually just managed to find the function calls that do it! now I just need to figure out how exactly I want to prevent them from being displayed..

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