
Subject: Re: [Hud] Simple Hud
Posted by [Tunaman](#) on Tue, 15 Dec 2009 04:46:36 GMT
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You can add one line of code to shaderhud.cpp to make custom HUDs made by HUD.ini work properly with hud toggling commands.

```
if(!*(bool *)0x8124b4)) return; //return if IsHudShown == false
```

You can just add this at the top of the UpdateHUD2() function.
What this does is check if the value at 0x8124b4(the address of IsHudShown) is 0, if it is 0 then it just exits the function. ^^
