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Subject: Re: [solved] HUD - moving weapon selection  
Posted by [Tunaman](#) on Tue, 15 Dec 2009 19:39:02 GMT  
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Sorry for the multiple double posts.. I just figured I would make a new post each time I found something new, etc. so people would know something new was in the topic.

So to remove the weapon list I just replaced the function call to draw it with nothing.  
For anyone else that wants to do this as well here's the code to removing the weaponlist:

```
LPVOID * addr = (LPVOID *)0x006AD4BE;//this is the address of the call to the function that
draws the weapon list
DWORD newprotect = PAGE_EXECUTE_READWRITE;
DWORD oldprotect = NULL;
if(!(*(char *)addr == 0x90))//this block of code checks to see if the code is already set with NOPs,
if not it replaces the function call with NOPs
{
    VirtualProtect(addr,5,newprotect,&oldprotect);
    memset(addr,0x90,5);
    VirtualProtect(addr,5,oldprotect,&oldprotect);
}
addr = (LPVOID *)0x006AD4D3;//this is the address of the code that draws the numbers above
the weaponlist
if(!(*(char *)addr == 0x90))
{
    VirtualProtect(addr,5,newprotect,&oldprotect);
    memset(addr,0x90,5);
    VirtualProtect(addr,5,oldprotect,&oldprotect);
}
```

If anyone has any questions or comments on my code feel free to share.

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