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Subject: Re: [Hud] Simple Hud

Posted by [Distrbd21](#) on Tue, 15 Dec 2009 22:02:49 GMT

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Tunaman wrote on Mon, 14 December 2009 22:46 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. ^^

can you put that in there and give me a copy of the scripts.dll i no longer have the tools to do it, reformatted pc.

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