Subject: Hud Help
Posted by Gen_Blacky on Sun, 17 Jan 2010 21:10:08 GMT
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okay this is what I want to do. I want to be able to apply different textures depending on the players team. So for example if I had it reading from hud.ini to get GDITextureName=medtank.dds it would show a med tank and if the player was nod the image would change according to the string its getting from the hud.ini, NODTextureName=nodtank.dds. Do I have to add a seprate texture count for each one or can I add them to the current texture count? It kept crashing when I added it to the current texture count. I would appreciate any help on this. Then people could apply different hud textures for each player side.

File Attachments
1) texture.jpg, downloaded 483 times

ADMINBLAC

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