
Subject: Re: Screen resolutions for blood hud
Posted by [Sean](#) on Sat, 23 Jan 2010 13:41:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Raptor RSF wrote on Sat, 23 January 2010 07:26 Please don't talk about how i coded it, because you may have no idea of how it will look like.

Ty everyone, for reporting your resolution.
And why are people reporting their res while its already in the list lol

ps. - The RSF hud is coded for every resolution.
only the Bloodhud overlay (add-on) cannot be made for every resolution, because the texture will be covered on the entire screen.

That's also why I said that '1280x1024' is most common, no point in making it for 800x600
