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Subject: Hud problem

Posted by [Spyder](#) on Wed, 18 Aug 2010 21:07:39 GMT

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Hey guys, I'm messing around with my new hud using Deathlink's shaders.dll, but for some reason my bulletcount/clipcount and weapon names don't show up. How can I fix this?

I even removed the boxes to see if it might be a problem with the alpha channels, but still it didn't show up.

Also, is there a way to make round radar images, cause I couldn't get it to work.

Please help.

Hud.ini file and screenshot included.

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### File Attachments


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- 1) [HUD.ini](#), downloaded 116 times
- 2) [hud.jpg](#), downloaded 320 times



Host: Teams have been remixed.




 Purchase Terminal



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