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Subject: Re: Blue Gdi 4.0. Hud

Posted by [BlackDragonOfDarkness](#) on Fri, 14 Dec 2012 16:03:48 GMT

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I don't have a grudge against you, it's a total loss of respect, stemming from an MSN conversation where you were asking me if I knew where to get that old cheat HUD that lights up if there's an enemy behind a wall among other cheats.

I caught you SBH revealing on St0rm's server, had you post that screenshot, and you had turned your HUD off for the shot.

You then decided to be a jerk on my forum, when all I did was point some things out, so now I've come here.

Quote:tbh you copied the D6 hud and just changed a couple of textures around yourself... so you can't talk.

I didn't copy the D6 HUD, I used the INI as a base. The textures I re-used were simply a texture mapping shortcut, as the grey boxes on D6's HUD texture are already set in the INI, requiring less math to set the HUD up. The old settings were only close though, not perfect, so many of those were changed after I got the textures modded/saved as needed. The only visible textures left over from D6's HUD were the BB labels, health icon, the clock icon, and the currency icon.

My version of this HUD has many hours of my perfectionist ass making sure the whole HUD was the way I wanted it.

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