Subject: Re: 4K Resolution
Posted by dblaney1 on Thu, 26 Jan 2017 00:40:13 GMT

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saberhawk wrote on Wed, 25 January 2017 17:00iRANian wrote on Wed, 25 January 2017 07:18And what happens if you use a custom HUD? Can you modify a custom hud to work with 4k?

The crash is usually in font code when trying to prepare huge characters for rendering the menu. Avoid large text and it won't crash.

The Custom HUD should work most likely now that the DPI issue is fixed. Before it was double resizing fonts for both resolution and DPI so every font would end up huge on 4k. Now its only scaling them once like it should.