
Subject: Wireframe + d6 hud ?

Posted by [crysis992](#) on Wed, 04 Mar 2009 18:13:48 GMT

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Is it possible to use the Wireframe stealth effect AND the d6 hud?

Because both need a shaders.dll and i can only place the hud or the wireframe into my ren folder. Have someone a idea how i can use both?

Subject: Re: Wireframe + d6 hud ?

Posted by [Jerad2142](#) on Wed, 04 Mar 2009 18:18:17 GMT

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Yeah, you just have to get a compiler up and running and you can put the two together.

Subject: Re: Wireframe + d6 hud ?

Posted by [ErroR](#) on Wed, 04 Mar 2009 19:04:31 GMT

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or someone experienced will easily do it without the person trying to figure how to do it (i know there is a tut)

Subject: Re: Wireframe + d6 hud ?

Posted by [Jerad2142](#) on Wed, 04 Mar 2009 22:05:50 GMT

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ErroR wrote on Wed, 04 March 2009 12:04or someone experienced will easily do it without the person trying to figure how to do it (i know there is a tut)

I'M TO BUSY TYPING IN CAPS LOCK AND POSING ON FORUMS TO DO STUFF!

Subject: Re: Wireframe + d6 hud ?

Posted by [Gen_Blacky](#) on Thu, 05 Mar 2009 00:50:10 GMT

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Jerad Gray wrote on Wed, 04 March 2009 16:05ErroR wrote on Wed, 04 March 2009 12:04or someone experienced will easily do it without the person trying to figure how to do it (i know there is a tut)

I'M TO BUSY TYPING IN CAPS LOCK AND POSING ON FORUMS TO DO STUFF!

rofl haha

Subject: Re: Wireframe + d6 hud ?

Posted by [Craziac](#) on Thu, 05 Mar 2009 01:32:00 GMT

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Assuming you're using the plugin, it shouldn't require shaders.dll... Just the hud.ini entry. Correct me if I'm wrong, but you should just be able to add this to the hud.ini to get your wireframe working:

```
[ShaderPlugins]
```

```
PluginCount=1
```

```
1=wireframestealth.dll
```
