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Subject: HUD question

Posted by [Di3HardNL](#) on Sat, 21 Mar 2009 14:02:59 GMT

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I want to add some info to my HUD with the vehicle limit status. So there would be one number with the amount of vehicles your team has and one number with the maximal amount of vehicles there can be in a game.

But I really don't know what code I have to type for that. Do I have to compile it first in shaders.dll and then add the text for texture, size and positions in HUD.ini? I am kinda new on this, I hope somebody can help

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Subject: Re: HUD question

Posted by [mr£ÄŞÄ-z](#) on Sat, 21 Mar 2009 14:55:15 GMT

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i can script, you need to edit the poitions then but i have no time yet, my grandma etc came so... everything has to wait

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