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Subject: another hud.ini topic/question

Posted by [BlackDragonOfDarkness](#) on Sun, 12 Jul 2009 08:49:53 GMT

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GAH i cant seem to figure out how to get a WIP hud to show my health/armor after i've recieved a veteran promotion. the thing works perfectly unless i have more than the default health/armor. i went through most of the mod forum and the entire renhelp.net site looking for answers before coming here. i actually registered this account here because of this problem. i will release it when its done, but i'll not be giving sneak previews.

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Subject: Re: another hud.ini topic/question

Posted by [cAmpa](#) on Sun, 12 Jul 2009 10:34:50 GMT

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There should be a fix in our released HUD.

<http://www.renegadeforums.com/index.php?t=msg&th=31360&prevloaded=1&rid=20886&start=0>

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Subject: Re: another hud.ini topic/question

Posted by [BlackDragonOfDarkness](#) on Mon, 13 Jul 2009 00:28:48 GMT

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i have that hud (nice work) and it's part of the inspiration for mine, but i dont know what part of it to look at for the fix. thanks for the reply though. (still need some help)

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Subject: Re: another hud.ini topic/question

Posted by [BlackDragonOfDarkness](#) on Tue, 14 Jul 2009 07:33:47 GMT

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Sorry for the double post, but there is another problem with this hud. Now the radar which worked just fine before has shit the bed. I see one blip in the center of it at all times and when i select a friendly unit with my reticle the blip in the center of my radar gets selected. If i enable map overlays, the radar works just fine but the texture i'm using just does not work with overlays. That texture will be a whole new hud for release eventually and please do NOT point at the D6 hud (or any other) in a sorry attempt to placate me. If you cant give me a straight answer, don't post. Pointing at completed huds and saying "it's in there" is a sign of pure laziness and an unwillingness to actually ANSWER a question. (as you can tell i'm in a VERY bad mood because of these problems and the lack of HELPFUL answers)

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