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Subject: [solved] HUD - moving weapon selection  
Posted by [Tunaman](#) on Wed, 09 Dec 2009 09:11:08 GMT  
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Howdy, I was just wondering if anyone knows(and would be willing to share) a way through scripts.dll(technically shaders.dll I think?) to move and change the weapon selection and teams. Actually any way to change this would be pretty cool to know, thanks!

I included a screenshot to show you exactly what I'm talking about. Toggle Spoiler

#### File Attachments

1) [Game 2009-12-09 00-45-54-05.PNG](#), downloaded 673 times



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Subject: Re: HUD - weapon selection, teams  
Posted by [TD](#) on Wed, 09 Dec 2009 13:25:47 GMT  
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You mean graphically or the way they work (like select order)?

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Subject: Re: HUD - weapon selection, teams  
Posted by [Tunaman](#) on Wed, 09 Dec 2009 19:51:38 GMT  
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Oops, I mean graphically, but I want to move them somewhere else and allow me to use my own textures for it.

I forgot to add that what I really want is the ability to move it from the top of the screen, I had that in the title but then I had a REALLY LONG title that looked pretty annoying to me.

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Subject: Re: [unanswered] HUD - moving weapon selection

Posted by [Tunaman](#) on Fri, 11 Dec 2009 07:41:29 GMT

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Okay, so I found out I can disable the team display, so I can just write my own code to display them.

I still don't know how to disable the default westwood logic for displaying weapons(without removing the whole HUD entirely), and not really sure how I would find the info to display them to be honest. :/ I guess I'll just keep working on trying to figure this out.

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Subject: Re: [unanswered] HUD - moving weapon selection

Posted by [TD](#) on Sun, 13 Dec 2009 10:31:05 GMT

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Someone help this poor man

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Subject: Re: [unanswered] HUD - moving weapon selection

Posted by [Distrbd21](#) on Tue, 15 Dec 2009 03:30:44 GMT

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i don't think you can move those.

altho i didn't know you could do what i do to ren so LOL never know.

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Subject: Re: [unanswered] HUD - moving weapon selection

Posted by [Tunaman](#) on Tue, 15 Dec 2009 04:31:25 GMT

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Well eventually I will be able to move them, and I know its possible because I've seen screenshots of HUDs that do it.

Right now I'm just using stuff like Ollydbg to try to find the code that draws the weapons, it would just be nice to save myself the work of doing that if someone has already done this.

Edit: ha, I actually just managed to find the function calls that do it! now I just need to figure out how exactly I want to prevent them from being displayed..

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Subject: Re: [solved] HUD - moving weapon selection

Posted by [Tunaman](#) on Tue, 15 Dec 2009 19:39:02 GMT

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Sorry for the multiple double posts.. I just figured I would make a new post each time I found

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something new, etc. so people would know something new was in the topic.

So to remove the weapon list I just replaced the function call to draw it with nothing.  
For anyone else that wants to do this as well here's the code to removing the weaponlist:

```
LPVOID * addr = (LPVOID *)0x006AD4BE;//this is the address of the call to the function that
draws the weapon list
DWORD newprotect = PAGE_EXECUTE_READWRITE;
DWORD oldprotect = NULL;
if(!(*(char *)addr == 0x90))//this block of code checks to see if the code is already set with NOPs,
if not it replaces the function call with NOPs
{
    VirtualProtect(addr,5,newprotect,&oldprotect);
    memset(addr,0x90,5);
    VirtualProtect(addr,5,oldprotect,&oldprotect);
}
addr = (LPVOID *)0x006AD4D3;//this is the address of the code that draws the numbers above
the weaponlist
if(!(*(char *)addr == 0x90))
{
    VirtualProtect(addr,5,newprotect,&oldprotect);
    memset(addr,0x90,5);
    VirtualProtect(addr,5,oldprotect,&oldprotect);
}
```

If anyone has any questions or comments on my code feel free to share.

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