
Subject: [HUD] First

Posted by [zeratul](#) on Wed, 07 Apr 2010 02:13:40 GMT

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This is my first.... non-total fail HUD

Comments and tips

Image

File Attachments

1) [ScreenShot45.png](#), downloaded 1119 times



2) [hud_main.dds](#), downloaded 250 times

Subject: Re: [HUD] First
Posted by [slosa](#) on Wed, 07 Apr 2010 03:31:59 GMT
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Not bad, actually.

Subject: Re: [HUD] First
Posted by [anant](#) on Wed, 07 Apr 2010 05:00:04 GMT
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hm, interesting

Subject: Re: [HUD] First
Posted by [snpr1101](#) on Wed, 07 Apr 2010 06:42:53 GMT
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Not really a fan of it mate tbh. Some red armor indicators, a red radar and a red blob background for the number of bullets left.

Same stuff just re-coloured. Looks tacky; but never the less, keep making skins and getting better.

Subject: Re: [HUD] First
Posted by [GEORGE ZIMMER](#) on Wed, 07 Apr 2010 08:36:38 GMT
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I don't like the flow of it. It just doesn't sit very well.

To be more specific, I'd say it's because of the slapped on colors and the lack of an overall design.

TL;DR: It sucks. AGAIN TRY.

Subject: Re: [HUD] First
Posted by [Sean](#) on Wed, 07 Apr 2010 13:12:34 GMT
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Nice bb/c4 mine count.

o wait.

Subject: Re: [HUD] First
Posted by [zeratul](#) on Thu, 08 Apr 2010 01:24:28 GMT
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Thx for the comments... now that i have a new mouse(old one irritated the shit outa me and made me want to just end the torment thus speeding through skins) my skins may be better (depending on the skin type)
