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Subject: skinning help (HUD)

Posted by [idontno33](#) on Mon, 13 Oct 2003 20:38:40 GMT

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I need to know how to edit or get rid of the compase dirrection on the hud for my new HUD mod.

if someone know please tell me.

here is the picture of wut i want to change

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Subject: skinning help (HUD)

Posted by [flyingfox](#) on Tue, 14 Oct 2003 04:21:09 GMT

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I see a red X.

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Subject: skinning help (HUD)

Posted by [Sir Phoenixx](#) on Tue, 14 Oct 2003 13:42:56 GMT

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You need a new host. Freewebs blocks off-site image linking. Notice how you can copy/paste the url of the image into the browser's address bar and it works?

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Subject: skinning help (HUD)

Posted by [idontno33](#) on Tue, 14 Oct 2003 21:38:10 GMT

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sorry about that i uploded it to n00bstories here

<http://www.n00bstories.com/image.view.php?id=1020383495>

or go to <http://www.freewebs.com/legoalert33/pic1.jpg>

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Subject: skinning help (HUD)

Posted by [Cpo64](#) on Wed, 15 Oct 2003 00:13:26 GMT

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You would have to alter the strings I figure... I don't think it can be done... why would you want to get rid of it?

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Subject: skinning help (HUD)

Posted by [Sir Phoenixx](#) on Wed, 15 Oct 2003 00:16:10 GMT

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Cpo64 You would have to alter the strings I figure... I don't think it can be done... why would you want to get rid of it?

Maybe it's because he doesn't want it there?

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Subject: skinning help (HUD)

Posted by [Cpo64](#) on Wed, 15 Oct 2003 00:19:27 GMT

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I know that, but why?

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Subject: skinning help (HUD)

Posted by [idontno33](#) on Wed, 15 Oct 2003 01:24:27 GMT

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I want it gone because I'm making a skin that has nothing but the radar, the weapon display, health bar, and armor display. It will have the very minimum and be 50% transparent.

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Subject: skinning help (HUD)

Posted by [idontno33](#) on Wed, 15 Oct 2003 01:27:31 GMT

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I didn't know how to change it. I thought there might be a .dds file that I can just change the alpha in it so it doesn't display the area where the directions are displayed.

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Subject: skinning help (HUD)

Posted by [Ugauga01](#) on Wed, 15 Oct 2003 13:22:05 GMT

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Hmm.

All texts you can see are saved in the Strings.

The N, NE, E, ES, S, SW, W and WN are in the strings, too.

Search them and delete them. Then they are not shown.

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Subject: skinning help (HUD)

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Posted by [idontno33](#) on Wed, 15 Oct 2003 19:43:11 GMT

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ty but can i have it in the data file and not get a version mismatch when i play online?

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Subject: skinning help (HUD)

Posted by [Cpo64](#) on Wed, 15 Oct 2003 19:50:23 GMT

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Yeah, it will be fine, but if you edit the original one, and put it in, you will not be able to play on some of Ack's new maps.

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