
Subject: Jonwil- Errors in the code for drawing the HUD in shaderhud.cpp

Posted by [Tunaman](#) on Mon, 16 Jul 2007 09:31:18 GMT

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I don't really know where to report this, so I'll just make a topic about it.

In shaderhud.cpp there are a few errors regarding the drawing of the HUD which are fairly annoying..

```
if (QuadXPos < 0)
{
    QuadXPos += ScreenResolution->Bottom;
}
if (QuadYPos < 0)
{
    QuadYPos += ScreenResolution->Right;
}
```

which should be

```
if (QuadXPos < 0)
{
    QuadXPos += ScreenResolution->Right;
}
if (QuadYPos < 0)
{
    QuadYPos += ScreenResolution->Bottom;
}
```

The same mistake is also in the code for drawing the HealthBar, ShieldBar, HealthIcon, ShieldIcon. :[

Could you please fix this in the next scripts release?
