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Subject: Re: Jonwil- Errors in the code for drawing the HUD in shaderhud.cpp  
Posted by [Tunaman](#) on Mon, 16 Jul 2007 09:43:53 GMT

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Its so that you can put negative values for the X and Y positions of each of those HUD elements and it makes them start at the bottom and the right positions instead of the top and left. I would also fix it for myself but d3d9.h is not included in the scripts package.

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