
Subject: Re: scripts.dll 3.4.2 is out
Posted by [Tunaman](#) on Mon, 13 Aug 2007 06:46:36 GMT
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There are a few mistakes in shaders.dll for drawing the custom HUD..
http://www.renegadeforums.com/index.php?t=msg&goto=273565&rid=4090&srch=jonwil#msg_273565

I could also donate my code to make the armor/health numbers flash in a customized HUD and/or the ability to read all the information for each map's scrolling radar texture in a single file and/or a fix for the glitch where your renegade crashes/shows incorrect radar textures when you don't have scrolling data for a map. If you'd want it, that is.

Also, when you enable customized time and/or credit messages, the default westwood logic is not disabled and is still drawn on top where it normally is. Would there be any way to disable this?

In the future do you think it might be possible to customize drawing the playerlist as well?

I'd like to thank you for all of your hard work on this. =)
