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Subject: Re: Text Colors

Posted by [Tunaman](#) on Tue, 14 Aug 2007 04:02:14 GMT

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Yeah.. the reason it looks so incredibly similar is because they both use the textures from the HUD in FEAR. I changed mine a little bit though.

But what do you mean, SK's is on a globe? That sounds pretty cool but I looked at the two ss's and it looks the same except it looks like he hardcoded how to draw the radar blips.

And yeah, before anyone flames me on it, mine is just a cheap copy of his idea. :] I just want to be able to get all the functionality done I want for custom HUDs before I make new ones.. I want to make one BF2-style but I can't move the playerlist with the functionality built into jonwil's custom hud code. ;\

Honestly this is the first time I've done anything involving editing the scripts so don't hate.

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