Subject: Re: Request HUD Scripts Code
Posted by jonwil on Fri, 19 Oct 2007 13:17:53 GMT

View Forum Message <> Reply to Message

All of the HUD code (well all except for a few pieces that are used to "turn off" various parts of the original game code) is in shaderhud.cpp in the scripts.dll source code.

I do not have any images, examples or hud.ini files for this feature.
To find out how to use it, read the documentation in bhs.txt.
I have no current plans to do anything more with the custom HUD feature.