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Subject: Re: Request HUD Scripts Code

Posted by [Jerad2142](#) on Mon, 22 Oct 2007 16:30:58 GMT

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Scrin wrote on Fri, 19 October 2007 07:36jonwil wrote on Fri, 19 October 2007 08:17All 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.

thanks, im go check that info...

errm ,lol i newer open .dll libraries before...can you tell which prog i need to open .dll?

(also lool i havent bhs.txt

If you are going to open the .cpp files you need the source code, which is downloadable from sourceforge.net

HORQWER wrote on Fri, 19 October 2007 14:49how do u guys do those stuff

Skill

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