
Subject: Re: Radar Map HUDs
Posted by [DL60](#) on Tue, 18 Dec 2007 14:43:28 GMT
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Quote:Deathlink's hud for example, seems to be independant of resolution.

Yes it is. Read bhs.txt carefully. Here a quote:

Quote:Also, hud.ini now contains features to totally customize the HUD.
Any time you are setting a screen position (e.g. HealthXPos), if you pass a, it will move that many units in from the bottom right of the screen, otherwise it moves from the top left of the screen)
This is so you can build HUDs with items in bottom and left corners whilst remaining independant of screen resolution.
