

---

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [cAmpa](#) on Thu, 25 Dec 2008 01:33:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:I sure would want to create my 'own' HUD out of this HUD, but I got no experience with coding at all. If i want to start coding (and for Renegade), what would be the best place to start? I presume Renhelp?

You can use our edited shaders.dll, all settings are in the 'hud.ini'.

All important notes about the settings can you find in the 'bhs.txt'.

---