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Subject: Re: [Release] New HUD [Update2 read first Post]  
Posted by [DutchNeon](#) on Thu, 25 Dec 2008 04:16:24 GMT

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I'm making my own based HUD out of the HUD atm, thanks for the advice cAmpa. I never ever looked at HUD.ini, but when I opened it, It was really easy for me to understand everything (without opening bhs.txt). I know HUD.ini isn't really coding (for me now), but just replacing/moving parts of the existing HUD, but its cool and easy

I'm wondering though, the entire HUD works on a grid with X and Y coordinates, but whats the exact size of this grid? I was searching for the X middle, but couldn't really find it (-690 till -710?). So what would be the lowest and highest X and Y for this Grid?

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