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

Posted by [dr3w2](#) on Wed, 31 Dec 2008 21:59:01 GMT

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To deathlink: I Noticed there is duplicate code in hudshader at the very top of void  
\_\_declspec(dllexport) UpdateHUD2(). Theres duplicate loop code for texture loading.

Saberhawk sent me a snippet of the code he has for the blinking, I've implemented it in my setup and i must say it works brilliantly. So just want to say big thanks to deathlink for his hud design and the base code for health bars, and saberhawk for giving me help on some c++ issues. Also jonwil and anyone else who helped with the shaders.dll / scripts.dll hud stuff. I'll post a video of it later today with what i've come up with.

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