Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by saberhawk on Fri, 02 Jan 2009 05:33:17 GMT
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andr3w282 wrote on Thu, 01 January 2009 23:24Chuck Norris wrote on Thu, 01 January 2009 19:47I get it to work, but only for infantry. It doesn't flash or show when my health drops when in a vehicle.
Your right, saberhawk must have forgot to add it
<snip>

Yes, I did forget to add it. However, that is not the proper fix. Use this instead.

In minihealthhud.cpp find:

 GameObject *obj = (GameObject *)(*TheStar)->obj;

Replace with:

 GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);