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Subject: Re: [Release] New HUD [Update2 read first Post]  
Posted by [saberhawk](#) on Sun, 04 Jan 2009 22:13:45 GMT  
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R315r4z0r wrote on Sun, 04 January 2009 12:22[[color=red](#)]Are there plans to do the center screen counter (like for the HP) but for the ammunition? It isn't really important, but I figured it would look better being symmetrical and all.

Nope, there weren't any plans for that, but whatever.

Saberhawk wrote on Fri, 02 January 2009 02:21Saberhawk wrote on Thu, 01 January 2009 15:51OMGRELEASE!

The custom shaders.dll included with this release requires the DirectX November 2008 Runtime to be installed in order to run. If you do not have it, it will tell you.

You can download it from:

<http://www.microsoft.com/downloads/details.aspx?familyid=2da43d38-db71-4c1b-bc6a-9b6652cd92a3&displaylang=en>

Be sure to follow the instructions in data/readme.txt to actually enable the added features

Enjoy.

Updated version, only fix included is the one for the mini-health item not working on vehicles.

One more update, this version also includes a mini ammo display on the right side. Be sure to copy the new texture and new entries from data/readme.txt to have it fully working.

### File Attachments

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1) [d6hud\\_mod\\_upd2.zip](#), downloaded 235 times

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