
Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible

Posted by [pe21789](#) on Thu, 22 Jan 2009 15:27:39 GMT

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

@andr3w282

You forgot to give credits to cAmpa. oO

He did the main fixes. tbh

Quote:

- Fixed a memleak in shaders.dll from scripts 3.44.
 - Fixed that crashbug when you enter a vehicle with the "weaponimage" function on
 - New maths for the radar, it uses now 100% of the map (normal in 3.44 scripts is the normal renegade circle hud)
 - Extra icons for beacons and you see always the position from your team beacons again. (like in normal renegade but this feature was not in scripts 3.44)
 - Colour notices, for low HP and low munition.
 - New info to see the current placed mines.
 - It doesn't need information from the strings.tdb anymore.
-