Subject: Re: how to make new huds
Posted by DL60 on Sat, 31 Jan 2009 17:36:45 GMT
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1. You need no programming skills if you want to create HUD with the existing shaders.dll

2. You need them if you want to add completly new features.

I recommend you to analyse existing HUDs (hud.ini and so on) and reading the important parts of bhs.txt.

@andr3w282: It wasn't planned as c-tutorial to show people how to modify shaders.dll ~.~ Annnd I have absolutly no motivation to write a such tutorial when I read all these senseless disucussions around that here.