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Subject: Request for scripts 4.0 (HUD)

Posted by [Reaver11](#) on Mon, 01 Jun 2009 18:37:01 GMT

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Can you make/is it possible to have animated hud parts?

I'm trying to get a full beta HUD working. I'm sure you all know the beta hud from E3, that hud has an animated sonar. (animated radar screen)

So is it already possible or can anyone make such a function into shaders.dll code for the Head up display?

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