2GLOCK9S wrote on Wed, 10 June 2009 21:43just get deathlink's hud.. andr3w's fix is resolution independent.
Actually I never fixed the resolution independent, someone else did (possibly deathlink?) (all it does is look for a negative value then offset it from the resolution width anyways) . My version made it work with renguard, and I released a packaged version with some other minor releases such as saberhawks notifications... also with my changes to hud.ini in terms of styling