
Subject: Re: {Request}

Posted by [slosha](#) on Thu, 11 Jun 2009 18:58:15 GMT

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andr3w282 wrote on Wed, 10 June 2009 22:16:2GLOCK9S wrote on Wed, 10 June 2009 21:43 just 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 ooh... i see
