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Subject: Re: another hud.ini topic/question

Posted by [BlackDragonOfDarkness](#) on Tue, 14 Jul 2009 07:33:47 GMT

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Sorry for the double post, but there is another problem with this hud. Now the radar which worked just fine before has shit the bed. I see one blip in the center of it at all times and when i select a friendly unit with my reticle the blip in the center of my radar gets selected. If i enable map overlays, the radar works just fine but the texture I'm using just does not work with overlays. That texture will be a whole new hud for release eventually and please do NOT point at the D6 hud (or any other) in a sorry attempt to placate me. If you cant give me a straight answer, don't post. Pointing at completed huds and saying "it's in there" is a sign of pure laziness and an unwillingness to actually ANSWER a question. (as you can tell I'm in a VERY bad mood because of these problems and the lack of HELPFUL answers)

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