
Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)

Posted by [crysis992](#) on Sun, 09 Aug 2009 23:24:55 GMT

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HavocWars wrote on Sun, 09 August 2009 18:17Hugh72 wrote on Sun, 09 August 2009 18:16
loved it buildings bars cos look pretty cool but i dunno how to do with it with file hud.in
EnableBuildings=true

```
AgtBarColorCount=3  
BarrBarColorCount=3  
WfBarColorCount=3  
GdiRefBarColorCount=3  
GdiPpBarColorCount=3  
GdiHarvBarColorCount=3
```

```
ObiBarColorCount=3  
HonBarColorCount=3  
AirBarColorCount=3  
NodRefBarColorCount=3  
NodPpBarColorCount=3  
NodHarvBarColorCount=3
```

looks like the settings, but i dont get it to show ingame =(

Yes thats are a part of the settings, but your shaders.dll does not support the buildingbars so this is useless for you.
