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Subject: [HUD] Rotating Weaponlist

Posted by [Tunaman](#) on Thu, 24 Dec 2009 07:38:14 GMT

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Hey, here's my rotating weaponlist(man I am getting tired of typing that word). If you just want to use it, you can extract the zip file into your ren folder. I recommend making a backup of your shaders.dll and hud.ini files if you have them. ^^

Video: [http://www.youtube.com/watch?v=rAshI\\_nGUsE](http://www.youtube.com/watch?v=rAshI_nGUsE)

Screenshot: [here](#)

source has been also included, I just included the 4 files I modified and the rest is just the standard scripts 3.4.4 source files.

Some things also added in this shaders.dll - support for alpha(0-255) for colors used in HUD.ini, just use the keyword Alpha when declaring Red,Green,Blue, there's an example in my .ini; HUD disappears when you use the HUD command or are dead. I also added support for vertical healthbars in there, that's not the point of this release though. I do realize that there are bugs in the shaderhud.cpp that still need to be fixed from the original, I'll fix those as soon as I can.

I hope that I got everything ok, and hope you enjoy this. Please send any questions or comments, and if you have any problems with this, please be as descriptive as possible so that I can easily solve them.

### File Attachments

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- 1) [RotatingWeaponList1.1.zip](#), downloaded 423 times
  - 2) [WL\\_Source1.1.zip](#), downloaded 356 times
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