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Subject: Re: [preview] rotating weaponlist  
Posted by [Tunaman](#) on Thu, 31 Dec 2009 03:52:52 GMT  
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Thanks guys! I am thinking about implementing a .ini file that stores texture names of weapons, so that you can change the textures that are shown for each weapon easily. Or I could just add a section in hud.ini. I'll also try to figure out the best way to make the circle's size dynamic.. one thing I wanted to do was to make it look nice at all resolutions. I checked all the resolutions my computer can support and it looked fine, but at very large resolutions it may be very small.

And yeah Xpert! I respawn under the sea, it took me a year or two to swim back to my renehome because of those nasty guys at Starkist.

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