Subject: Re: [preview] rotating weaponlist
Posted by Tunaman on Wed, 06 Jan 2010 19:21:57 GMT

There is a variable for size in the ini.
I named it WeaponListDistance, and forgot to put it in the readme. Sorry. :/ It controls the radius of the circle in pixels.

So in HUD.ini just set WeaponListDistance to a number you would like for the radius of the circle it rotates around(the default is 250).