Subject: Re: [preview] rotating weaponlist
Posted by Gen_Blacky on Fri, 08 Jan 2010 06:05:36 GMT
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I haven't looked at your hud yet but what about showing only weapons by the category. Like pressing 1 brings up all the weapons in the 1 column pressing 2 bring up all the weapons in the number 2 column. It might be to confusing for normal gamplay to pick the weapon you want but would look a lot cleaner when having a lot of weapons. I hope you understand what I mean.

Edit:

This is the problem I saw http://img145.imageshack.us/img145/4466/testfa.jpg but after looking at your hud i see that you can change the spacing with parameters you set for it. Also in most normal games you will not have that many weapons.