
Subject: Re: [preview] rotating weaponlist
Posted by [Omar007](#) on Fri, 08 Jan 2010 09:34:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Fri, 08 January 2010 07:05I 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.

Well according to your screenie you wont have any problems by just increasing the WeaponListDistance. Your screen res looks high enough for it
