

Well, Tunaman found a mistake in his source code.

```
if(WeaponListXCentered)
{
    WeaponListXPos += ScreenResolution->Right/2;
}
else if(WeaponListXPos < 0)
{
    WeaponListXPos += ScreenResolution->Right;
}
if(WeaponListYCentered)
{
    WeaponListYPos += ScreenResolution->Right/2;
}
else if(WeaponListYPos < 0)
{
    WeaponListYPos += ScreenResolution->Right;
}
```

should be changed to:

```
if(WeaponListXCentered)
{
    WeaponListXPos += ScreenResolution->Right/2;
}
else if(WeaponListXPos < 0)
{
    WeaponListXPos += ScreenResolution->Right;
}
if(WeaponListYCentered)
{
    WeaponListYPos += ScreenResolution->Bottom/2;
}
else if(WeaponListYPos < 0)
{
    WeaponListYPos += ScreenResolution->Bottom;
}
```

And in the HUD.ini add :

WeaponListXP=0

WeaponListYP=0

WeaponListDistance=250