
Subject: Re: Hud problem

Posted by [Gen_Blacky](#) on Sun, 22 Aug 2010 01:06:53 GMT

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weapon enabled needs to be false "WeaponEnabled=false"

bullet and clip count aren't showing because of the color counts.

```
BulletColorCount=4
```

```
ClipColorCount=4
```

try messing around with your colors or just remove those 2 lines.

Anon wrote on Wed, 18 August 2010 16:07

Also, is there a way to make round radar images, cause I couldn't get it to work.

you will have to code it so that the radar image renders round. You might be able to do it with a alpha image overlay or something.
