The custom shader hud in action

Alright guys i have now finished testing and editing the custom 4.0 hud that uses the stock renegade hud, you can now fully customize the colors of the text, images and the whole hud a bit easier now... i really wanted to make a custom hud but I didn't want to use anyone else's hud as a base, so i recreated the renegade hud to learn how to use the new and edit the hud.ini file that is included in 4.0

The reason i did this is to provide a base 4.0 shader hud that is easier to modify and create your own designs, and add color where you could not add before with the texture hud_main.dds

Changes made
The health bar displays health level in color form, could not find a way of add it without errors/ or not displaying colors properly
The selected weapon text is now been moved to the middle, aligned it with the credit, time text info
Disabled vehicle steering image and gunner images... could not find a way of add it without errors

so without further interruption i present the download link enjoy!

A BIG THANKS TO MY MAIN BUDDIE KENZ3001, who gave me a hand (i should say magic hands) on making this possible! ty son!
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