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Subject: Disabling HUD with newer scripts?

Posted by [Chuck Norris](#) on Sat, 06 Oct 2007 06:53:10 GMT

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Quick question. I think I remember hearing that you can disable the HUD if you have the newer scripts. Does anyone know how? I'm thinking of replacing the PT icons with screenshots of the vehs/chars because I've got a few skinned and want them to match, and just look better. Also, does this disable the reticle? There's a skin that disables it, but I don't know if that'll be needed since disabling the HUD should disable that (I think).

Edit:

Quote:Other Products

Support for BRenBot, scripts.dll, rentools, LFDS Wrapper, and WOLProxy. Gah, this probably falls under that forum since it deals with scripts. Someone can move this if they want.

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Subject: Re: Disabling HUD with newer scripts?

Posted by [Goztow](#) on Sat, 06 Oct 2007 07:52:18 GMT

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I think u mean server side? I know that the client can do F8 -> hud 0

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Subject: Re: Disabling HUD with newer scripts?

Posted by [Ryu](#) on Sat, 06 Oct 2007 08:36:29 GMT

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Press "" while ingame, and type "Hud 0" to turn the hud + reticle off, and "Hud 1" to turn it back on again.

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Subject: Re: Disabling HUD with newer scripts?

Posted by [Chuck Norris](#) on Sat, 06 Oct 2007 16:07:07 GMT

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It's meant client side for me to take the screenshots for the new icons. Thanks guys, that did it.

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