

---

Subject: Bullet count

Posted by [goosy122](#) on Tue, 27 May 2008 02:11:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Is there any way to remove the bullet count when ur shooting ur gun so it just dosnt show up anymore? I dont want to have to have my whole hud turned off for that because then i cant even see my aimer or my health or anything. any ideas?

## File Attachments

1) [bullet count.JPG](#), downloaded 791 times



Subject: Re: Bullet count

Posted by [Moggy](#) on Tue, 27 May 2008 02:56:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hud.ini in the scripts 3.x can do this. How much work are you willing to put into it?

---

Subject: Re: Bullet count

Posted by [\\_SSnipe\\_](#) on Tue, 27 May 2008 03:20:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

he dont know hwo to edit that shit more then what you guys can tell him in complete details

---

Subject: Re: Bullet count

Posted by [Goztow](#) on Tue, 27 May 2008 10:50:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Stupid question but why would you want that out? :-s

---

Subject: Re: Bullet count

Posted by [nope.avi](#) on Tue, 27 May 2008 12:41:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Probably because when he's sniping he doesn't like having the bullet in his way.

---

Subject: Re: Bullet count

Posted by [MGamer](#) on Wed, 28 May 2008 01:07:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

maybe for a civilian mod o\_O

---

Subject: Re: Bullet count

Posted by [TD](#) on Wed, 28 May 2008 07:26:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yeah, that's pretty annoying while sniping. I don't have to be reminded abouw how many bullets I got left in my clip in the middle of the screen anyway, since they're 4-bullet clips and not hard to count how many shots you got left before you have to reload.

---

Subject: Re: Bullet count

---

Posted by [\\_SSnipe\\_](#) on Fri, 30 May 2008 22:47:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

so how do we get rid of it

---