Subject: D6 Hud issues
Posted by zeratul on Sun, 27 Dec 2009 08:13:42 GMT

Any explanations why this is happening?

Why is the Direction HUGE
and why are the credits/time/?????????? Not working

File Attachments
1) ScreenShot01.png, downloaded 527 times

Subject: Re: D6 Hud issues
Posted by Tupolev TU-95 Bear on Sun, 27 Dec 2009 11:55:21 GMT

what res are you using?
If your using a res thats supported then idk i thought because u used a different .ini thats conflicted

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Subject: Re: D6 Hud issues
Posted by ErroR on Sun, 27 Dec 2009 12:36:40 GMT

scripts. As far as i remember i had the same issue. Reinstall scripts. Then the hud

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Subject: Re: D6 Hud issues
Posted by crysis992 on Sun, 27 Dec 2009 15:27:31 GMT

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make sure you copy the shaders.dll in your renegade folder, NOT the data

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Subject: Re: D6 Hud issues
Posted by zeratul on Sun, 27 Dec 2009 18:50:03 GMT

crysis992 wrote on Sun, 27 December 2009 09:27make sure you copy the shaders.dll in your renegade folder, NOT the data
I copied both...

Subject: Re: D6 Hud issues
Posted by ErroR on Sun, 27 Dec 2009 19:07:52 GMT

Zeratul wrote on Sun, 27 December 2009 20:50crysis992 wrote on Sun, 27 December 2009 09:27make sure you copy the shaders.dll in your renegade folder, NOT the data
I copied both...
has to be the one included with the hud

Subject: Re: D6 Hud issues
Posted by zeratul on Sun, 27 Dec 2009 20:10:07 GMT

ErroR wrote on Sun, 27 December 2009 13:07Zeratul wrote on Sun, 27 December 2009 20:50crysis992 wrote on Sun, 27 December 2009 09:27make sure you copy the shaders.dll in your renegade folder, NOT the data
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