

---

Subject: Hud problem

Posted by [Spyder](#) on Wed, 18 Aug 2010 21:07:39 GMT

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

---

Hey guys, I'm messing around with my new hud using Deathlink's shaders.dll, but for some reason my bulletcount/clipcount and weapon names don't show up. How can I fix this?

I even removed the boxes to see if it might be a problem with the alpha channels, but still it didn't show up.

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

Please help.

Hud.ini file and screenshot included.

---

### File Attachments

- 1) [HUD.ini](#), downloaded 115 times
- 2) [hud.jpg](#), downloaded 313 times



Host: Teams have been remixed.



Purchase Terminal



100

100

100005 00:29:56

---

Subject: Re: Hud problem  
Posted by [Spyder](#) on Sat, 21 Aug 2010 23:10:31 GMT

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

---

Does anybody know what's causing this?

---

Subject: Re: Hud problem

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

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

---

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.

---

Subject: Re: Hud problem

Posted by [Spyder](#) on Sun, 22 Aug 2010 09:45:38 GMT

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

---

Thanks everything works now, except for the radar.

---