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Subject: Hud problem

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

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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.

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### File Attachments

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- 1) [HUD.ini](#), downloaded 225 times
- 2) [hud.jpg](#), downloaded 778 times



Host: Teams have been remixed.



 Purchase Terminal



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

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Does anybody know what's causing this?

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Subject: Re: Hud problem

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

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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.

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Subject: Re: Hud problem

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

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Thanks everything works now, except for the radar.

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