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Subject: New Scripts Question

Posted by [Dave2916](#) on Sat, 12 Nov 2011 22:13:41 GMT

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Hi

So today I tried out the new scripts. I found that my deathlink hud with building bars didnt work (fair enough). So I went to try the standard shaders for the deathlink hud without bb's and it threw a an error msg at me when I put the shaders in.

Firstly is this normal? Does the new scripts change something in the shaders on installation?

I saw some skins do work, like my gdi vs nod pack that I've been using for many years as I'm colourblind, but some do not like my bullet tracers and shell tracers. Again is that normal?

Kind regards,

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Subject: Re: New Scripts Question

Posted by [Lone0001](#) on Sat, 12 Nov 2011 22:24:00 GMT

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Try this version of the HUD, although it doesn't include the GPS aspect of it because it isn't 4.0 compatible.

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Subject: Re: New Scripts Question

Posted by [Dave2916](#) on Sat, 12 Nov 2011 22:35:05 GMT

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Awesome, thanks for that hud link.

Shame it's blocked the tracers!

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Subject: Re: New Scripts Question

Posted by [Caveman](#) on Sun, 13 Nov 2011 00:39:57 GMT

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Dave2916 wrote on Sat, 12 November 2011 22:35Awesome, thanks for that hud link.

Shame it's blocked the tracers!

Its the server owners that block the tracers... Over @ Atomix we allow all skins/models (obviously not BH or BG etc...) but tracers and other skins are allowed.

Its not your clients scrips 4.0 thats blocking it its the servers.

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Subject: Re: New Scripts Question  
Posted by [Dave2916](#) on Sun, 13 Nov 2011 02:08:44 GMT  
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Thanks for the clear up sir

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