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Subject: Credit counter

Posted by [Good-One-Driver](#) on Wed, 05 Dec 2012 07:15:12 GMT

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is there anyway to move the stock credit counter on huds?

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Subject: Re: Credit counter

Posted by [NACHO-ARG](#) on Wed, 05 Dec 2012 16:17:39 GMT

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credits/time limit doesnt work anymore i belive, i think it was removed from the TT shaders same as the mine limit, ammo bar, etc.

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Subject: Re: Credit counter

Posted by [Good-One-Driver](#) on Wed, 05 Dec 2012 18:37:29 GMT

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Yes, but I am talking about the stock one that comes with Renegade, the one in the middle.

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Subject: Re: Credit counter

Posted by [NACHO-ARG](#) on Wed, 05 Dec 2012 19:37:15 GMT

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ask the TT guys, may be the know a way.

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Subject: Re: Credit counter

Posted by [Ethenal](#) on Wed, 05 Dec 2012 21:15:39 GMT

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If it's not a line in hud.ini I would expect the answer to be no; most of that fancy stuff was allowed by the source for shaders.dll

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