Subject: Re: Demo of hud.ini radar map features
Posted by reborn on Tue, 30 Oct 2007 11:31:22 GMT
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I think there is a possible problem with this...
The ShieldEnabled=true & HealthEnabled=true displays the health of what it thinks the presets health should be. Not what the server tells it to be.
It appears (and I only tested this briefly) that if a server decides to change its presets health values and shield values on the server, then it will display incorrectly on the client.
I don't mean the health bar either, I mean the actual floating point number displayed for your current health/shield.