Subject: Re: Tiberium-planet hud [update]release
Posted by DL60 on Sun, 20 Jan 2008 16:06:27 GMT

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Quote:yes just noticed that

Do know why I posted that without testing your hud?

I noticed that too - long time ago when I made my own hud with jw's bhs.dll and I wasn't able to fix
that. Must be a mistake in JW's shaderhud script, bhs.dll or whatever.

It is better to create a hud directly in c++ like Sir Kane.