Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by dr3w2 on Fri, 02 Jan 2009 05:24:42 GMT
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Chuck Norris wrote on Thu, 01 January 2009 19:47I get it to work, but only for infantry. It doesn't flash or show when my health drops when in a vehicle.
Your right, saberhawk must have forgot to add it

in minihealthhud.cpp Look for this line::

float current_health = Commands->Get_Health(obj);

Replace that with this::

```
float current_health = 0;
if (Get_Vehicle(obj))
{
 current_health = Commands->Get_Health(Get_Vehicle(obj));
}
else
{
 current_health = Commands->Get_Health(obj);
}
```