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Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible

Posted by [dr3w2](#) on Thu, 22 Jan 2009 19:21:52 GMT

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pe21789 wrote on Thu, 22 January 2009 09:27@andr3w282

You forgot to give credits to cAmpa. oO

He did the main fixes. tbh

Quote:

- Fixed a memleak in shaders.dll from scripts 3.44.
- Fixed that crashbug when you enter a vehicle with the "weaponimage" function on
- New maths for the radar, it uses now 100% of the map (normal in 3.44 scripts is the normal renegade circle hud)
- Extra icons for beacons and you see always the position from your team beacons again. (like in normal renegade but this feature was not in scripts 3.44)
- Colour notices, for low HP and low munition.
- New info to see the current placed mines.
- It doesn't need information from the strings.tdb anymore.

Heh guess I did. I mentioned deathlink because he is the one who released the hud/hud fixes but missed the fact cAmpa assisted it on him. Full credit to cAmpa for whatever work he did then. At least i attempted to give full credit to who i thought added to it and explain the minimal stuff that i did

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