
Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)

Posted by [cysis992](#) on Sun, 09 Aug 2009 23:24:55 GMT

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HavocWars wrote on Sun, 09 August 2009 18:17Hugh72 wrote on Sun, 09 August 2009 18:16I loved it buildings bars cos look pretty cool but i dunno how to do with it with file hud.in
EnableBuildings=true

AgtBarColorCount=3

BarrBarColorCount=3

WfBarColorCount=3

GdiRefBarColorCount=3

GdiPpBarColorCount=3

GdiHarvBarColorCount=3

ObiBarColorCount=3

HonBarColorCount=3

AirBarColorCount=3

NodRefBarColorCount=3

NodPpBarColorCount=3

NodHarvBarColorCount=3

looks like the settings, but i dont get it to show ingame =(

Yes thats are a part of the settings, but your shaders.dll does not support the buildingbars so this is useless for you.
