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Subject: Re: [unanswered] HUD - moving weapon selection

Posted by [Tunaman](#) on Fri, 11 Dec 2009 07:41:29 GMT

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Okay, so I found out I can disable the team display, so I can just write my own code to display them.

I still don't know how to disable the default westwood logic for displaying weapons(without removing the whole HUD entirely), and not really sure how I would find the info to display them to be honest. ./ I guess I'll just keep working on trying to figure this out.

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