
Subject: Hud problem

Posted by [Spyder](#) on Wed, 18 Aug 2010 21:07:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey guys, I'm messing around with my new hud using Deathlink's shaders.dll, but for some reason my bulletcount/clipcount and weapon names don't show up. How can I fix this?

I even removed the boxes to see if it might be a problem with the alpha channels, but still it didn't show up.

Also, is there a way to make round radar images, cause I couldn't get it to work.

Please help.

Hud.ini file and screenshot included.


File Attachments

- 1) [HUD.ini](#), downloaded 218 times
- 2) [hud.jpg](#), downloaded 737 times



Host: Teams have been remixed.




 Purchase Terminal



100

100

 100005 00:29:56