
Subject: Skinning Deathlink HUD!!

Posted by [slosha](#) on Fri, 23 Jan 2009 04:03:37 GMT

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If you want a re-coloration of Deathlink6.0's HUD, but are unable to do it yourself, I am open to requests. I tried to make different shapes but it didn't work :/. Here is a sample:

All credit to HUD goes to Deathlink6.0 and anyone who fixed bugs/built upon it. I am not credible for making this HUD, just recoloring the skin that came with it.

Subject: Re: Skinning Deathlink HUD!!

Posted by [nope.avi](#) on Fri, 23 Jan 2009 04:04:18 GMT

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Anyway to get rid of the boxes altogether?

Subject: Re: Skinning Deathlink HUD!!

Posted by [slosha](#) on Fri, 23 Jan 2009 04:08:26 GMT

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Baker wrote on Thu, 22 January 2009 22:04 Anyway to get rid of the boxes altogether?

Delete "d6hud.dds" out of your data folder, but you'll lose the health/ammo bars.

Subject: Re: Skinning Deathlink HUD!!

Posted by [RMCool13](#) on Fri, 23 Jan 2009 04:25:12 GMT

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you mean this?

File Attachments

1) [game2 2009-01-22 22-21-19-76.jpg](#), downloaded 492 times

