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Subject: D6 Hud issues

Posted by [zeratul](#) on Sun, 27 Dec 2009 08:13:42 GMT

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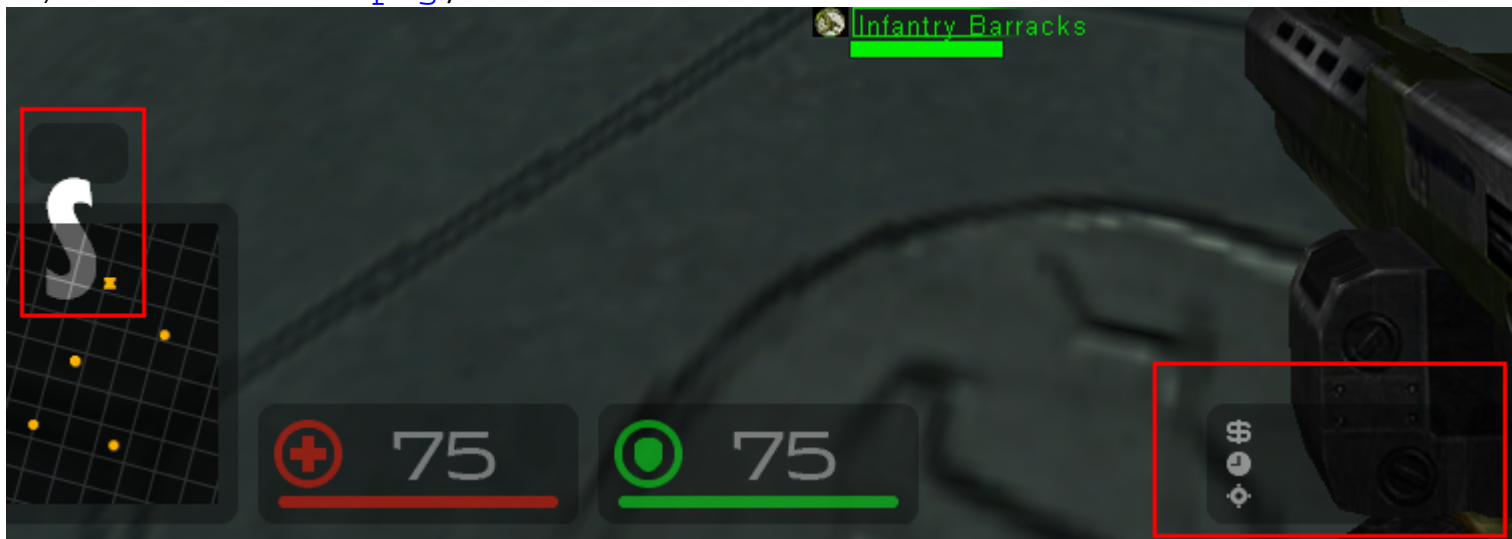
Any explanations why this is happening?

Why is the Direction HUGE

and why are the credits/time/??????????? Not working

### File Attachments

1) [ScreenShot01.png](#), downloaded 679 times



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Subject: Re: D6 Hud issues

Posted by [Tupolev TU-95 Bear](#) on Sun, 27 Dec 2009 11:55:21 GMT

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what res are you using?

If your using a res thats supported then idk i thought because u used a different .ini thats conflicted

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Subject: Re: D6 Hud issues

Posted by [ErroR](#) on Sun, 27 Dec 2009 12:36:40 GMT

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scripts. As far as i remember i had the same issue. Reinstall scripts. Then the hud

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Subject: Re: D6 Hud issues

Posted by [crisis992](#) on Sun, 27 Dec 2009 15:27:31 GMT

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make sure you copy the shaders.dll in your renegade folder, NOT the data

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**Subject: Re: D6 Hud issues**

Posted by [zeratul](#) on Sun, 27 Dec 2009 18:50:03 GMT

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crysis992 wrote on Sun, 27 December 2009 09:27make sure you copy the shaders.dll in your renegade folder, NOT the data

I copied both...

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**Subject: Re: D6 Hud issues**

Posted by [ErroR](#) on Sun, 27 Dec 2009 19:07:52 GMT

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Zeratul wrote on Sun, 27 December 2009 20:50crysis992 wrote on Sun, 27 December 2009 09:27make sure you copy the shaders.dll in your renegade folder, NOT the data

I copied both...

has to be the one included with the hud

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**Subject: Re: D6 Hud issues**

Posted by [zeratul](#) on Sun, 27 Dec 2009 20:10:07 GMT

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ErroR wrote on Sun, 27 December 2009 13:07Zeratul wrote on Sun, 27 December 2009 20:50crysis992 wrote on Sun, 27 December 2009 09:27make sure you copy the shaders.dll in your renegade folder, NOT the data

I copied both...

has to be the one included with the hud

it was

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