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Subject: Re: my renhud

Posted by [Slave](#) on Sat, 15 Dec 2007 00:12:58 GMT

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It's true, the mammoth tank might be pretty, but if I want to look at it, I'll download a wallpaper of it.

And what's up with the resolution specific config files? I have not tried to create one myself, but the bhs.txt manual says the following:

Quote:Any time you are setting a screen position (e.g. HealthXPos), if you pass a negative number, it will move that many units in from the bottom right of the screen, otherwise it moves from the top left of the screen)

This is so you can build HUDs with items in bottom and left corners whilst remaining independant of screen resolution.

Is it a flat out lie or did just noone bother to work this way yet?

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