Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by R315r4z0r on Sun, 04 Jan 2009 17:22:06 GMT

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Are there plans to do the center screen counter (like for the HP) but for the ammunition? It isn't really important, but I figured it would look better being symmetrical and all.

Edit: this image is from another thread:
Toggle Spoiler

How do I get the mine count split up like that? (In the image it says 0/0/0, but in my HUD it just counts the proximity mines)