Subject: HUD question
Posted by Di3HardNL on Sat, 21 Mar 2009 14:02:59 GMT

I want to add some info to my HUD with the vehiclelimit status. So there would be one number with the amount of vehicles your team has and one number with the maximal amount of vehicles there can be in a game.

But I really don't know what code I have to type for that. Do I have to compile it first in shaders.dll and then add the text for texture,size and positions in HUD.ini? I am kinda new on this, I hope somebody can help