Subject: Re: [HUD] Rotating Weaponlist Posted by Raptor RSF on Mon, 25 Jan 2010 00:39:37 GMT

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Well, Tunaman found a mistake in his source code.

```
if(WeaponListXCentered)
 WeaponListXPos += ScreenResolution->Right/2;
 else if(WeaponListXPos < 0)
 WeaponListXPos += ScreenResolution->Right;
 if(WeaponListYCentered)
 WeaponListYPos += ScreenResolution->Right/2;
 else if(WeaponListYPos < 0)
 WeaponListYPos += ScreenResolution->Right;
should be changed to:
 if(WeaponListXCentered)
 WeaponListXPos += ScreenResolution->Right/2;
 else if(WeaponListXPos < 0)
 WeaponListXPos += ScreenResolution->Right;
 if(WeaponListYCentered)
 WeaponListYPos += ScreenResolution->Bottom/2;
 else if(WeaponListYPos < 0)
 WeaponListYPos += ScreenResolution->Bottom;
```

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WeaponListYP=0 WeaponListYP=0 WeaponListDistance=250