Subject: Re: [HUD] Rotating Weaponlist
Posted by Raptor RSF on Mon, 25 Jan 2010 09:56:04 GMT

View Forum Message <> Reply to Message

Tunaman wrote on Sun, 24 January 2010 18:52I'm not referencing "WeaponListXP" anywhere in my code, is that something you guys have changed? On mine it says(and works with) the exact string "WeaponListXPos".

Also you don't have to add those in hud.ini, those are the default values anyways. ^^

It gets WeaponListXP and WeaponListYP from the ini file.


```
WeaponListXPos = hudini->Get_Float("General","WeaponListXP",0);
WeaponListYPos = hudini->Get_Float("General","WeaponListYP",0);
```


Lol at Tunaman for posting at the same time XD