
Subject: Re: problem with hud.ini radar section
Posted by [Ox90](#) on Tue, 12 Oct 2010 03:57:44 GMT
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[CCPixie wrote on Mon, 11 October 2010 22:04]I did try removed the x and y coordinates info but still no luck. In fact, I even tried the hud.ini with only two lines like this:

```
[General]
EnableRadar=true
```

The game still crashed. Very strange.
PS, thanks for reply

hi,

if i may take a wild guess: i think this is exactly the problem... your hud.ini lacks some obligatory parameters.

you should take a complete and working hud.ini as basis (like the radar HUD by Canadacdn @ game-maps.net) and just change the parameters you have to in it!

if you really want/need to "clean up" the hud.ini you would have to take a look at shaderhud.cpp in scripts-source about what params aren't needed or just remove some options one at a time and see if it crashes (trial and error).

but from what i've seen so far the shaderhud/hud.ini is really messy (no offense)
