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**Subject:** Skinning Deathlink HUD!!

**Posted by** [slosha](#) **on Fri, 23 Jan 2009 04:03:37 GMT**

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If you want a re-coloration of Deathlink6.0's HUD, but are unable to do it yourself, I am open to requests. I tried to make different shapes but it didn't work :/. Here is a sample:

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All credit to HUD goes to Deathlink6.0 and anyone who fixed bugs/built upon it. I am not credible for making this HUD, just recoloring the skin that came with it.

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**Subject:** Re: Skinning Deathlink HUD!!

**Posted by** [nope.avi](#) **on Fri, 23 Jan 2009 04:04:18 GMT**

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Anyway to get rid of the boxes alltogether?

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**Subject:** Re: Skinning Deathlink HUD!!

**Posted by** [slosha](#) **on Fri, 23 Jan 2009 04:08:26 GMT**

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Baker wrote on Thu, 22 January 2009 22:04 Anyway to get rid of the boxes alltogether?

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Delete "d6hud.dds" out of your data folder, but you'll lose the health/ammo bars.

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**Subject:** Re: Skinning Deathlink HUD!!

**Posted by** [RMCool13](#) **on Fri, 23 Jan 2009 04:25:12 GMT**

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you mean this?

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**File Attachments**

1) [game2 2009-01-22 22-21-19-76.jpg](#) , downloaded 472 times

