

---

Subject: [HUD] First

Posted by [zeratul](#) on Wed, 07 Apr 2010 02:13:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is my first.... non-total fail HUD

Comments and tips

Image

---

### File Attachments

1) [ScreenShot45.png](#), downloaded 1044 times

---



2) [hud\\_main.dds](#), downloaded 229 times

---

Subject: Re: [HUD] First  
Posted by [slosa](#) on Wed, 07 Apr 2010 03:31:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Not bad, actually.

---

---

Subject: Re: [HUD] First  
Posted by [anant](#) on Wed, 07 Apr 2010 05:00:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hm, interesting

---

---

Subject: Re: [HUD] First  
Posted by [snpr1101](#) on Wed, 07 Apr 2010 06:42:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Not really a fan of it mate tbh. Some red armor indicators, a red radar and a red blob background for the number of bullets left.

Same stuff just re-coloured. Looks tacky; but never the less, keep making skins and getting better.

---

---

Subject: Re: [HUD] First  
Posted by [GEORGE ZIMMER](#) on Wed, 07 Apr 2010 08:36:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I don't like the flow of it. It just doesn't sit very well.

To be more specific, I'd say it's because of the slapped on colors and the lack of an overall design.

TL;DR: It sucks. AGAIN TRY.

---

---

Subject: Re: [HUD] First  
Posted by [Sean](#) on Wed, 07 Apr 2010 13:12:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice bb/c4 mine count.

o wait.

---

---

Subject: Re: [HUD] First  
Posted by [zeratul](#) on Thu, 08 Apr 2010 01:24:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thx for the comments... now that i have a new mouse(old one irritated the shit outa me and made me want to just end the torment thus speeding through skins) my skins may be better (depending on the skin type)

---