**HUD scripting reference**

**Description of the use of the huddraw set of script commands**

The huddraw script commands allow you to draw up to 256 different graphic icons on the player's hud. The element to adjust with each command is specified by an index number in the range of 0 to 255. They currently broadcast to all players, but that could be changed if the need arises.

**Commands Summary**

* huddraw\_shader <index> <shader name>  
  This sets the shader to use for a particular huddraw element.
* huddraw\_align <index> <horizontal> <vertical>  
  This sets the alignment of the huddraw element. Valid values for horizontal alignment are "left", "center", and "right". Valid values for vertical alignment are "top", "center", and "bottom".
* huddraw\_rect <index> <X position> <Y position> <width> <height>  
  This sets the position and size of the huddraw element. X and Y specify the position of the upper left corner position. Higher values of X move it to the right, and higher values of Y move it down. When you set the alignment, the XY position specified is relative to that alignment. For example, if you align it to the right edge of the hud, the X position should be less than zero so that it the upper left corner will be brough back to the left onto the screen.
* huddraw\_virtualsize <index> <virtual>  
  This let's you set the huddraw element's size and position according to a virtual screen resolution of 640x480. What this means is that it lets you treat the hud like it's always at 640x480, and it will be properly resized and positioned according to the actual resolution.
* huddraw\_color <index> <red> <green> <blue>  
  This set the color of the huddraw element. Each color channel should be between 0 and 1.
* huddraw\_alpha <index> <alpha>  
  This set the alpha of the huddraw element. It should be set between 0 and 1. This is also used to turn off a huddraw element that is no longer wanted by setting the alpha to 0.
* huddraw\_string <index> <string>  
  This sets the huddraw element to display a string instead of a shader graphic. The size of the font can not be adjusted, but the color and alpha settings do affect the text. The width and height parameters of huddraw\_rect are only used for alignment centering, Not for setting the size of the string.
* huddraw\_font <index> <fontname>  
  This sets the font for a string displaying huddraw element to use. The names of available font can be gotten from the game/main/fonts folder. The file names of the .ritualfont files in there are the names used for the fonts.