

# Ell's HUD

## About

A competitive Team Fortress 2 head up display by Ell.

## Resolution

This HUD currently only supports 1920×1080, since the scoreboard and crosshair will be misaligned for other resolutions.

## Setup

Paths are relative to **Steam\SteamApps\common\Team Fortress 2\**.

1. Remove all HUD files from **tf\custom\**.
2. Copy **ellshud1080ch\** or **ellshud1080\** to **tf\custom\**, depending on if you want a crosshair or not.
3. Copy **tf\_english.txt** to **tf\resource\**.
4. Put **tf\_hud\_target\_id\_disable\_floating\_health 1** and **tf\_hud\_show\_serverlimit 1** in your config.
5. Set **cl\_hud\_playerclass\_use\_playermodel** to **1** for spy and to **0** for other classes.
6. Select English as your language.

## Removal

1. Delete `ellshud1080\` (`ellshud1080ch\`) and `tf_english.txt`.
2. Right click on **Team Fortress 2** in the Steam library, click on **Properties**, **Local files** and **Verify integrity of game cache** to restore `tf_english.txt`.

## Known issues

- Valve updates cause text glitches. Copy `tf_english.txt` from the setup directory to `tf\resource\` to fix them.
- This hud does not support floating health. If floating health is enabled despite `"tf_hud_target_id_disable_floating_health` being set to `1`, add the line `bind "x" "tf_hud_target_id_disable_floating_health 1"` to your config, for some key x, and press x every time you start the game.

## Game modes

- `6s cl_hud_minmode 1`
- **Highlander** `cl_hud_minmode 0`

## Scripts

There are no custom class selection, disguise or build menus. These functions are better implemented with scripts that require fewer keypresses and less screen space.

- **Class Selection** A key for each class and one for random choice.
- **Disguising** A key for each disguise.
- **Building** A key for each building that destroys it if it's built and equips a new one to be placed.