

## 7HUD

v5.13

### COMPLETED

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[url=https://github.com/Sevin7/7hud/releases]Download[/url]

[url=http://imgur.com/a/yluqH]Screenshots[/url]

### TODO

- work on mvm display and upgrade panel
- rework tournament setup display
- fix low hp/ammo bg's persisting through death
- move loadout/taunt buttons (make text?)
- quit dialog center text
- fix comp end small rank model
- get tier 2 casual rank, check new rank panels

### VALVE

- fix vaccinator HUD shadow redundancy
- fix gametype on scoreboard
- fix inspect panel being too low sometimes (hardcoded dynamic positioning)
- fix capture progress images not working in valve servers
- make dashboarddimmer f0 tall
- change scoreboard stat non-zero color