Subject: Re: Is anyone using my tutorials?
Posted by Jerad2142 on Thu, 08 May 2014 19:28:47 GMT

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danpaul88 wrote on Thu, 08 May 2014 01:15Nobody ever said it was documented, just that it needs some hud.ini changes. There isn't much documentation for a lot of things in 4.x, but you could try looking at custom hud.ini files that others have made to compare.
I recommend documenting anything you want people to use, its a pain in the butt to find a mod that does something, then have to dig through their data files to see how they do it (assuming you can even guess what files they do it in). As an additional deterrent there is always the chance that that mod might have some special code that won't work for Ren so the whole thing is just a big waste of time.

But anyways, I dug through APB's HUD.ini because I figured if anyone used it would be them, but it only looks like they have 5 entries so I doubt they make use of it:
BlipTexture=radarblips.tga
RadarBlip0Top=0
RadarBlip0Left=0
RadarBlip1Top=0
RadarBlip1Left=8
...
RadarBlipColor0=2
RadarBlipColor1=9

...

So I guess it might be possible that the extra blips are numbers 6-14, but I kind of feel like I've already wasted enough time.

So instead I would like to request documentation (or at least a listing) of all the possible keywords in hud.ini (I know a lot of them have been listed over the years, but I've forgotten most, and I see plenty in APB's that I never remember seeing before).