
Subject: Turn off the Hud??

Posted by [NAR-KOFER](#) on Thu, 22 Feb 2007 20:44:32 GMT

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Hey, it's supposed that anybody can turn the hud off with the newest scripts by just typing hud 0 into the console, isn't it?

Well if so, I'm not able to turn it off, since all the hud still on (I still see credits, score, health bar status, etc)...

I also tried to turn it off by typing 0 into the registry of ren... but still nothings happens...

The scripts I've are 3.1.4 wich are currently the newest, aren't they?...

Anybody knows how to resolve this stuff, so I can turn all that stuff off, for my movie???

Subject: Re: Turn off the Hud??

Posted by [cmatt42](#) on Thu, 22 Feb 2007 22:20:42 GMT

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It's broken. Bug jonwil, like I've tried once or twice.

Subject: Re: Turn off the Hud??

Posted by [Carrierll](#) on Fri, 23 Feb 2007 14:03:13 GMT

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If you have an imaging program and can use it, extract hud_main.dds from always.dat and then make an image of the same dimensions that is entirely alpha channel, then your hud will be see-through AFAIK.

No, I cannot do this myself - I don't have the right programs.

Subject: Re: Turn off the Hud??

Posted by [cmatt42](#) on Fri, 23 Feb 2007 21:20:55 GMT

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Carrierll wrote on Fri, 23 February 2007 08:03If you have an imaging program and can use it, extract hud_main.dds from always.dat and then make an image of the same dimensions that is entirely alpha channel, then your hud will be see-through AFAIK.

No, I cannot do this myself - I don't have the right programs.

I'm pretty sure that doesn't fix the text issue he's asking about.

Subject: Re: Turn off the Hud??

Posted by [CarrierII](#) on Fri, 23 Feb 2007 21:46:15 GMT

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stylemanager.ini and set all the font sizes to 0? lol

Subject: Re: Turn off the Hud??

Posted by [NAR-KOFER](#) on Sat, 24 Feb 2007 02:06:27 GMT

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stylemanager.ini and set all the font sizes to 0? lol

yes and what about... the health bar.. and so?

Subject: Re: Turn off the Hud??

Posted by [CarrierII](#) on Sat, 24 Feb 2007 11:54:15 GMT

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Go ask jonwil. My idea isn't going to work.

Subject: Re: Turn off the Hud??

Posted by [NAR-KOFER](#) on Sat, 24 Feb 2007 16:34:19 GMT

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I PM him and send e-mail and he didn't answer yet. Maybe he dont want to answer who knows..
thats why i posted here' cause I thought he may see it here...

Subject: Re: Turn off the Hud??

Posted by [Tankkiller](#) on Sun, 04 Mar 2007 22:08:34 GMT

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bump. in ` type hud_off or simular

Subject: Re: Turn off the Hud??

Posted by [cmatt42](#) on Sun, 04 Mar 2007 23:52:31 GMT

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tankkiller wrote on Sun, 04 March 2007 23:08bump. in ` type hud_off or simular

Wrong. Also if you had read the topic, you'd know that it doesn't work properly anyway.

Subject: Re: Turn off the Hud??

Posted by [NAR-KOFER](#) on Sun, 11 Mar 2007 15:36:56 GMT

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I'm so worry about this... i can't film with that problem =(

Subject: Re: Turn off the Hud??

Posted by [Yrr](#) on Sun, 08 Apr 2007 05:28:06 GMT

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The Resurrection mod has a hud console command, too

Subject: Re: Turn off the Hud??

Posted by [CarrierII](#) on Wed, 11 Apr 2007 08:23:20 GMT

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And it makes the entire hud disappear...

Subject: Re: Turn off the Hud??

Posted by [NAR-KOFER](#) on Sat, 28 Apr 2007 14:28:25 GMT

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LOL, time to work then, i'm going to try it...

Subject: Re: Turn off the Hud??

Posted by [Stefan](#) on Mon, 30 Apr 2007 20:39:01 GMT

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put the bandtest in your ren folder (not data), when you're ingame hit F8 and type hud, then hit enter.

you can also turn off chat by typing chat instead of hud.

also, rengaurd doesn't like the file and will rewrite it with the original on startup.

have fun

File Attachments

1) [BandTest.dll](#), downloaded 220 times

Subject: Re: Turn off the Hud??

Posted by [Sir Kane](#) on Thu, 03 May 2007 22:28:05 GMT

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Feel free to post DLLs I made without giving me credit or anything.

Subject: Re: Turn off the Hud??

Posted by [BlueThen](#) on Thu, 03 May 2007 22:33:18 GMT

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glad to
