
Subject: Scrin hud [RELEASE]

Posted by [renalpha](#) on Mon, 04 Feb 2008 00:40:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yo

Download the news Scrin hud for renegade here.

Click image to download.

You need to register before you can download.

DONT COMMENT ANY CRAP, if you dont want it leave it,

if you still comment shit to it, fuck off.

Subject: Re: Scrin hud [RELEASE]

Posted by [renalpha](#) on Mon, 04 Feb 2008 00:41:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Taken for further notices,

notice 1

supported screens,

1152 x 864

1024 X 768

Subject: Re: Scrin hud [RELEASE]

Posted by [GEORGE ZIMMER](#) on Mon, 04 Feb 2008 01:07:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Note to HORQWER: HUD's are not compatible with 800x600 resolution.

Subject: Re: Scrin hud [RELEASE]

Posted by [HORQWER](#) on Mon, 04 Feb 2008 02:14:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

gtfo i'm using 1280x960

Subject: Re: Scrin hud [RELEASE]

Posted by [_SSnipe_](#) on Mon, 04 Feb 2008 02:14:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

can u make one for 1024x768

Subject: Re: Scrin hud [RELEASE]

Posted by [mr£\\$ä·z](#) on Mon, 04 Feb 2008 03:22:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nice HUD. But i dont need it, i stoped playing Renegade (after 7 Years)

Subject: Re: Scrin hud [RELEASE]

Posted by [Canadacdn](#) on Mon, 04 Feb 2008 04:24:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

MadRockz wrote on Sun, 03 February 2008 21:22Nice HUD. But i dont need it, i stoped playing Renegade (after 7 Years)

You will be playing again within a week. Nobody gets away from Renegade. Nobody.

Subject: Re: Scrin hud [RELEASE]

Posted by [Genesis2001](#) on Mon, 04 Feb 2008 04:27:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Sun, 03 February 2008 21:24MadRockz wrote on Sun, 03 February 2008 21:22Nice HUD. But i dont need it, i stoped playing Renegade (after 7 Years)

You will be playing again within a week. Nobody gets away from Renegade. Nobody.

Truths.

EDIT: I hope that that text "TIBERIUM-PLANET" is just on the image and not part of the hud. If so, no dl from me. :v

Other than that, 'tis sexy.

~Zack

Subject: Re: Scrin hud [RELEASE]

Posted by [crazfulla](#) on Mon, 04 Feb 2008 04:45:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think it is embedded in the skin so I will not be downloading either.
Everyone hates spam. Even more than they hate backstabbing dutch gangstas.

Subject: Re: Scrin hud [RELEASE]

Posted by [mrÃ£Ã§Ã·z](#) on Mon, 04 Feb 2008 12:18:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Sun, 03 February 2008 22:24
MadRockz wrote on Sun, 03 February 2008 21:22
Nice HUD. But i dont need it, i stoped playing Renegade (after 7 Years)

You will be playing again within a week. Nobody gets away from Renegade. Nobody.

YES I KNOW!

Subject: Re: Scrin hud [RELEASE]

Posted by [argathol3](#) on Mon, 04 Feb 2008 12:35:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

make it for 800by600....

Subject: Re: Scrin hud [RELEASE]

Posted by [renalpha](#) on Mon, 04 Feb 2008 12:41:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

800 X 600 is way too small sorry.

Subject: Re: Scrin hud [RELEASE]

Posted by [argathol3](#) on Mon, 04 Feb 2008 12:56:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Fine....your too small..

Subject: Re: Scrin hud [RELEASE]

Posted by [BlueThen](#) on Mon, 04 Feb 2008 13:35:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Mon, 04 February 2008 01:37
ferkhat wrote on Mon, 04 February 2008 01:48
some shit fucked up hud
go put this hud into ur mom ass hole
Your 3 days ban didn't serve u a lesson? Here goes an extra 2 weeks. Next one will be permanent.

Quote:Harassment/Racism/Flaming: Harassment of other members, racism, or any hate speech in general will not be tolerated. Moderators will be the judge of what is intolerable, and what is not. Also, please refrain from flaming other members. If you really must, keep it inside of the Hot

Issues forum.
All hail!

Also, make it for 1440 x 900. ;D Looks kinda nice. Doesn't actually hog up half the screen!

Subject: Re: Scrin hud [RELEASE]
Posted by [Caveman](#) on Mon, 04 Feb 2008 14:02:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah make it for 1440x900 please. Its not half bad looking. also is the tiberium planet embedded into the HUD?

Subject: Re: Scrin hud [RELEASE]
Posted by [renalpha](#) on Mon, 04 Feb 2008 14:04:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

ye it is, i can remove it though

Subject: Re: Scrin hud [RELEASE]
Posted by [Hex](#) on Mon, 04 Feb 2008 15:49:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Originally Blue wrote on Mon, 04 February 2008 08:35make it for 1440 x 900.

I'd like to see a 1440x900 aswell

Subject: Re: Scrin hud [RELEASE]
Posted by [renalpha](#) on Mon, 04 Feb 2008 15:55:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

will try to make it but im on a crt screen 17"

//edit please post a screenshot, with this hud on that resolution, then im able to make it!

Subject: Re: Scrin hud [RELEASE]
Posted by [Hex](#) on Mon, 04 Feb 2008 16:38:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can you attach it here, I'm not signing up to a forum just for that.

Subject: Re: Scrin hud [RELEASE]
Posted by [_SSnipe_](#) on Tue, 05 Feb 2008 03:36:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

i want 1024x746 or wat ever it was

Subject: Re: Scrin hud [RELEASE]
Posted by [Sn1per74*](#) on Tue, 05 Feb 2008 04:24:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Mon, 04 February 2008 21:36i want 1024x746 or wat ever it was
1024x768*

Subject: Re: Scrin hud [RELEASE]
Posted by [renalpha](#) on Tue, 05 Feb 2008 14:09:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

1024 X 768
Supported
Download link same thread, added a download bar,
Register before download,

ALSO!
Removed the tiberium-planet thingy.

In no way im going to make huds resolutions if i dont have an example hud! Use the hud take a screenshot and then i will fix it.

Subject: Re: Scrin hud [RELEASE]
Posted by [Goztow](#) on Tue, 05 Feb 2008 15:20:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Topic cleaned, off topic part is now in the spam area.

Please stay on topic, especially in the mod forum area where a lot of intresting stuff is discussed / released.

Subject: Re: Scrin hud [RELEASE]

Posted by [Dover](#) on Tue, 05 Feb 2008 16:22:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you really want your HUD to be used, post it here instead of holding it hostage at Tiberium-Planet.com. I'm not regestering on your shitty website for something that SK will show up with the talent contained in his pinky finger alone.

Subject: Re: Scrin hud [RELEASE]

Posted by [cnc95fan](#) on Tue, 05 Feb 2008 16:26:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Tue, 05 February 2008 16:22If you really want your HUD to be used, post it here instead of holding it hostage at Tiberium-Planet.com. I'm not regestering on your shitty website for something that SK will show up with the talent contained in his pinky finger alone.
Damn right.

Subject: Re: Scrin hud [RELEASE]

Posted by [Caveman](#) on Tue, 05 Feb 2008 16:40:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Here is the SS you wanted. I used the 1152x864 version.

Subject: Re: Scrin hud [RELEASE]

Posted by [cnc95fan](#) on Tue, 05 Feb 2008 16:44:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Caveman wrote on Tue, 05 February 2008 10:40Here is the SS you wanted. I used the 1152x864 version.

...Why has it got Tiberium Planet written on it?

Subject: Re: Scrin hud [RELEASE]

Posted by [Caveman](#) on Tue, 05 Feb 2008 17:41:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Because he only removed it in the other version.

Subject: Re: Scrin hud [RELEASE]

Posted by [renalpha](#) on Tue, 05 Feb 2008 18:17:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Caveman wrote on Tue, 05 February 2008 10:40Here is the SS you wanted. I used the 1152x864 version.

thanks working on it

Subject: Re: Scrin hud [RELEASE]

Posted by [renalpha](#) on Tue, 05 Feb 2008 18:51:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

could you try this one please,

then repost that screenshot,
so i can fix the time and or i know im doing the right thing.

File Attachments

1) [hud.ini](#), downloaded 112 times

Subject: Re: Scrin hud [RELEASE]

Posted by [Caveman](#) on Tue, 05 Feb 2008 18:55:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: Scrin hud [RELEASE]

Posted by [Hex](#) on Wed, 06 Feb 2008 14:35:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mine at 1440x900

File Attachments

1) [1440x900.jpg](#), downloaded 349 times



100

100

Hex

Cred
Time

Subject: Re: Scrin hud [RELEASE]

Posted by [Caveman](#) on Wed, 06 Feb 2008 16:00:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hex wrote on Wed, 06 February 2008 14:35Mine at 1440x900

Why is it so out of place compared to mine? We use the same resolution.

Subject: Re: Scrin hud [RELEASE]

Posted by [Hex](#) on Wed, 06 Feb 2008 16:31:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

No idea, Mines from a 19 inch widescreen and the native res is 1440x900

Subject: Re: Scrin hud [RELEASE]

Posted by [The Executor](#) on Wed, 06 Feb 2008 17:07:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol what do you do if you have your computer plugged up to a giant TV?

Subject: Re: Scrin hud [RELEASE]

Posted by [Lone0001](#) on Wed, 06 Feb 2008 17:24:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

You know the only problem I have with these huds is the fact there is no arrow telling you if an object is pokable(or you can get in it) and the annoying health bars on the buildings, characters, etc...

Subject: Re: Scrin hud [RELEASE]

Posted by [Ethenal](#) on Wed, 06 Feb 2008 17:39:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

{SB}Lone0001 wrote on Wed, 06 February 2008 11:24You know the only problem I have with these huds is the fact there is no arrow telling you if an object is pokable(or you can get in it) and the annoying health bars on the buildings, characters, etc...

The health bars annoy you? rofl.

Subject: Re: Scrin hud [RELEASE]

Posted by [Caveman](#) on Wed, 06 Feb 2008 18:09:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hex wrote on Wed, 06 February 2008 16:31No idea, Mines from a 19 inch widescreen and the native res is 1440x900

Yeah that also applies to me. Asus VW192s. Strange how my radar is in the box and yours is totally out of place.

Subject: Re: Scrin hud [RELEASE]

Posted by [Genesis2001](#) on Wed, 06 Feb 2008 18:36:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Wed, 06 February 2008 10:39{SB}Lone0001 wrote on Wed, 06 February 2008 11:24You know the only problem I have with these huds is the fact there is no arrow telling you if an object is pokable(or you can get in it) and the annoying health bars on the buildings, characters, etc...

The health bars annoy you? rofl.

I don't like the jagged health bars on renalpha's other hud.. :/

~Zack

Subject: Re: Scrin hud [RELEASE]

Posted by [Hex](#) on Wed, 06 Feb 2008 19:11:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

MSwindows wrote on Wed, 06 February 2008 12:07lol what do you do if you have your computer plugged up to a giant TV?

TV's normaly use a lower res no matter the size

Subject: Re: Scrin hud [RELEASE]

Posted by [renalpha](#) on Thu, 07 Feb 2008 06:28:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

the huds are based on canadacans huds,
if i knew how to put the poke cursors back i would have done that

Subject: Re: Scrin hud [RELEASE]

Posted by [renalpha](#) on Thu, 07 Feb 2008 20:50:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

hey i will try to update this hud for 1440 resolutions this weekend.
im not having much time, school friends etc.

Subject: Re: Scrin hud [RELEASE]

Posted by [Goztow](#) on Fri, 08 Feb 2008 19:10:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Soon, I'm gonna have to put this quote in my signature...

Quote:Harassment/Racism/Flaming: Harassment of other members, racism, or any hate speech in general will not be tolerated. Moderators will be the judge of what is intolerable, and what is not. Also, please refrain from flaming other members. If you really must, keep it inside of the Hot Issues forum.

This is one of the reasons why ferkhat got banned from this forum. PLEASE try to respect this.
