
Subject: Faction HUDs

Posted by [Poskov](#) on Sat, 19 Apr 2008 02:03:56 GMT

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

how do you make each side have it's own hud like reborn?

(Nod has red, GDI has silver)

Subject: Re: Faction HUDs

Posted by [EA-DamageEverything](#) on Sat, 19 Apr 2008 15:35:56 GMT

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

I don't think that this is possible. Because if it would, someone would have created team HUDs years ago.

Subject: Re: Faction HUDs

Posted by [_SSnipe_](#) on Sat, 19 Apr 2008 15:46:37 GMT

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

maybe they can still crate a script? its an idea.

Subject: Re: Faction HUDs

Posted by [IAmFenix](#) on Mon, 21 Apr 2008 15:30:21 GMT

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

It can be done, you just need to modify each faction character.

It would also have to be in .pkg format.

Subject: Re: Faction HUDs

Posted by [The Executor](#) on Wed, 23 Apr 2008 17:34:09 GMT

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

so like instead of the main hud, cnc_hud.dds there would be like a team hud attached to each nod and gdi character? Like cnc_hud_nod.dds and cnc_hud_gdi.dds? that is possible with a JFW script. Something like JFW_Set_Player_Hud or something like that.

Subject: Re: Faction HUDs

Posted by [HeavyX101- Left](#) on Wed, 23 Apr 2008 22:20:41 GMT

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

reborn team have already done it u might want to ask them

Subject: Re: Faction HUDs

Posted by [EA-DamageEverything](#) on Thu, 24 Apr 2008 10:48:20 GMT

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

HeavyX101 wrote on Thu, 24 April 2008 00:20reborn team have already done it u might want to ask them You haven't read the first post, did you?

Subject: Re: Faction HUDs

Posted by [HeavyX101- Left](#) on Thu, 24 Apr 2008 10:59:57 GMT

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

he edited it after i posted it
so dont blame me for that

Subject: Re: Faction HUDs

Posted by [EA-DamageEverything](#) on Thu, 24 Apr 2008 11:14:05 GMT

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

Ups, damnit. I am sorry, now I didn't recognize the EDIT...

Subject: Re: Faction HUDs

Posted by [The Executor](#) on Thu, 24 Apr 2008 16:32:53 GMT

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

I see, well like it was said earlier. Just attach a script to all the diffrent teamed solider and then there correct hud.

However is still seems like a lot of work for just a simple HUD change.

Subject: Re: Faction HUDs

Posted by [Samous Mods](#) on Thu, 24 Apr 2008 17:17:26 GMT

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

The Executor wrote on Thu, 24 April 2008 12:32 I see, well like it was said earlier. Just attach a script to all the diffrent teamed solider and then there correct hud.

However is still seems like a lot of work for just a simple HUD change.

also same thing need to do to get diffirent autorifles for nod and gdi

Subject: Re: Faction HUDs
Posted by [jnz](#) on Thu, 24 Apr 2008 17:24:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

It can be done with a small edit to scripts.dll

Subject: Re: Faction HUDs
Posted by [_SSnipe_](#) on Thu, 24 Apr 2008 17:42:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

RoShamBo wrote on Thu, 24 April 2008 10:24It can be done with a small edit to scripts.dll how so? can it be done client side? for i can go to servers and have it like that and only me....if so tell me how id love it..

Subject: Re: Faction HUDs
Posted by [jnz](#) on Thu, 24 Apr 2008 17:53:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

well, it's easily possible to change the hud.ini it reads from depending on team. not sure if you can update the hud itself easily though.

Subject: Re: Faction HUDs
Posted by [The Executor](#) on Thu, 24 Apr 2008 19:52:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

E3 Beta M01.mix wrote on Thu, 24 April 2008 12:17The Executor wrote on Thu, 24 April 2008 12:32 I see, well like it was said earlier. Just attach a script to all the diffrent teamed solider and then there correct hud.

However is still seems like a lot of work for just a simple HUD change. also same thing need to do to get diffirent autorifles for nod and gdi

No, not the same way. You enter the weapon for the character, in this case the type of autorifle, in the "WeaponDefID" field on the setting tab or the unit or character.

In this case it is a medium tank, but still the same principle. The weapon (Ammo for a vech) goes in the weapon field.

File Attachments

1) [MRLS_Rotatable_Turret_Med_Tank_Setting.png](#), downloaded 453 times

