Subject: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by dr3w2 on Sat, 10 Jan 2009 21:55:55 GMT

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Readme file:Quote:============================

Renegade HUD

 By andr3w282

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A collection of HUD features which were released compiled into one

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Features:

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 This HUD release is compatible with renguard.

 This HUD is resolution independent

 This HUD displays the current map instead of the radar, displays health, shield and ammo bars.
Mine count for clients team is also displayed

 Faded notifcations are displayed when ammo or health has changed

THIS RELEASE REQUIRES SCRIPTS 3.4.4 AND THE MODIFIED SHADERS.DLL FILE

BOTH FILES ARE INCLUDED IN THE RELEASE

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Installation:

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TWO versions of HUD.ini are available in this release.

 The original HUD configuration released by DeathLink6.0

 A modified version of the HUD by andr3w282

!!IMPORTANT!!

 YOU MUST RENAME
  hud_andr3w282.ini OR hud_deathlink6.ini
 TO
  hud.ini

 ONLY ONE OF THESE FILES MAY EXIST IN YOUR DATA FOLDER NAMED AS HUD.INI

Shaders.dll is NECESARY to be copied. The other files are there incase some people have not yet updated to scripts 3.4.x
Place all other files (dda,tga,ini) into your data/ folder

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Credits

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 The HUD includes map images which were released by Canadacdn on renegadeforums.com

 The HUD includes fixes, textures, and colors which were released by DeathLink6.0 on renegadeforums.com

 The HUD includes faded health and ammo notifications which were released by Saberhawk on renegadeforums.com

 I give full credit to the above people for their work

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What I actually did

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 The HUD includes changes by me to how loading of map settings are done.
 Map settings are now found and loaded from within hud.ini with sections of [mapname]

 This removes the need for individual <mapname>.ini files and allows it to be compatible with renguard.
 The method of <mapname>.ini files are still compatible with this HUD.

 If the section for [mapname] is not found, shaders.dll will attempt to load <mapname>.ini
 If <mapname>.ini is not found, the default texture for the map is found in hud.ini as <<

ScrollingMapTexture= >>

Example Screenshots:
There are two hud.ini configurations in this release. Select which ever one you like more, or edit it yourself
http://www.n00bstories.com/image.fetch.php?id=1315771622
http://www.n00bstories.com/image.fetch.php?id=1369956338

Source Files are included

Download link:
http://andr3w282.bitpwns.com/Hud_RenguardCompatible.zip

Extra note :

I just want to say thanks to anyone who has worked on the hud files, shaders.dll, scripts.dll or Renegade in general. Please read the credits as i do NOT want to be given credit for someone else's work. I just wrote the code that worked with renguard, organized everything, compiled etc.. The above names deserve thanks for the features they had worked on.

Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by dr3w2 on Sat, 10 Jan 2009 22:04:12 GMT
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Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by mrÃ£Ã§Ä·z on Sat, 10 Jan 2009 22:05:17 GMT
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I still love my HUD

Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by ChewML on Sat, 10 Jan 2009 22:15:49 GMT
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andr3w282 wrote on Sat, 10 January 2009 16:04K? So.. take your lame faggotry elsewhere?
i lol'd

Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible

Posted by mrÃ£Ã§Ä·z   on Sat, 10 Jan 2009 22:41:38 GMT

andr3w282 wrote on Sat, 10 January 2009 23:04K? So.. take your lame faggotry elsewhere?

Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by KobraOps on Sat, 10 Jan 2009 22:51:16 GMT

2 questions.

1. I noticed this when the overhead display was first released that the red ring that appears on the screen indicating you are taking damage and sometimes it indicates what side didnt appear. Does it appear with this hud?

2. You said the resolution is independent, does this mean it can support 800X600 easily or will editing hud.ini be necessary for it to fit?

Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by dr3w2 on Sat, 10 Jan 2009 22:59:36 GMT

KobraOps wrote on Sat, 10 January 2009 16:512 questions.

1. I noticed this when the overhead display was first released that the red ring that appears on the screen indicating you are taking damage and sometimes it indicates what side didnt appear. Does it appear with this hud?

2. You said the resolution is independent, does this mean it can support 800X600 easily or will editing hud.ini be necessary for it to fit?
I actually don't remember on the red-ring indicator your talking about .. maybe i never noticed :\

When its said to be "resolution" independent I mean the X/Y locations on the screen will be in the same alignment on any resolution. The textures/font themselves will not change size however .

So for example, in my screenshot i had it running at 1280x1024. If you bump it down to 800x600 .. the alignement will be all the same, however the textures themselves will appear larger and closer together. That's the best way I can explain it.

If you look at the gap between the radarmap, and the ammo count box ... the larger resolution you are at, the bigger the gap will be. The smaller the resolution, the less of a gap (distance) will exist between the two locations.

Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by DutchNeon on Sat, 10 Jan 2009 23:37:40 GMT
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You are still using the d6hud_ext.dds file which is missing (dark) 4 pixels on the health icon. The health icon is a cross, and it has 4 darker pixels then the icon itself on the left side of the cross.

I fixed it myself (because it annoyed me a bit) with photoshop (and yes, I still got the .dds problem, but I used a DDS Converter)

Will be in the attachment, see below this post

File Attachments
1) d6hud_ext.dds, downloaded 389 times

Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by R315r4z0r on Sun, 11 Jan 2009 03:29:47 GMT
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Nice. I noticed one thing though:

If you are on a map where there is no overlay, such as Islands, you can't see beacon blips on the radar.

Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by YazooGang on Sun, 11 Jan 2009 04:58:19 GMT
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Nice job!

Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by ErroR on Sun, 11 Jan 2009 16:00:35 GMT
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i also noticed that in ctf you don't see the flag on the radar, unless it's close. and when you get hit the red damage indicator does not appear all the time too

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Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible
Posted by Titan1x77 on Tue, 13 Jan 2009 13:02:16 GMT
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Nice..thanks.

I want to make some overheads for my older maps now. Is there a tutorial somewhere, i thought I seen one?

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by slosha on Wed, 14 Jan 2009 02:49:07 GMT
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i really hope it works for me this time :\

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by pe21789 on Thu, 22 Jan 2009 15:27:39 GMT
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@andr3w282

You forgot to give credits to cAmpa. oO
He did the main fixes. tbh
Quote:
- Fixed a memleak in shaders.dll from scripts 3.44.
- Fixed that crashbug when you enter a vehicle with the "weaponimage" function on
- New maths for the radar, it uses now 100% of the map (normal in 3.44 scripts is the normal renegade circle hud)
- Extra icons for beacons and you see always the position from your team beacons again. (like in normal renegade but this feature was not in scripts 3.44)
- Colour notices, for low HP and low munition.
- New info to see the current placed mines.
- It doesn't need information from the strings.tdb anymore.

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by dr3w2 on Thu, 22 Jan 2009 19:21:52 GMT
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pe21789 wrote on Thu, 22 January 2009 09:27@andr3w282

You forgot to give credits to cAmpa. oO
He did the main fixes. tbh
Quote:
- Fixed a memleak in shaders.dll from scripts 3.44.
- Fixed that crashbug when you enter a vehicle with the "weaponimage" function on
- New maths for the radar, it uses now 100% of the map (normal in 3.44 scripts is the normal renegade circle hud)

- Extra icons for beacons and you see always the position from your team beacons again. (like in normal renegade but this feature was not in scripts 3.44)
- Colour notices, for low HP and low munition.
- New info to see the current placed mines.
- It doesn't need information from the strings.tdb anymore.

Heh guess I did. I mentioned deathlink because he is the one who released the hud/hud fixes but missed the fact cAmpa assisted it on him. Full credit to cAmpa for whatever work he did then. At least i attempted to give full credit to who i thought added to it and explain the minimal stuff that i did

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Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by slosha on Thu, 22 Jan 2009 22:54:17 GMT
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very nice! how do i make the overview bigger

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by DutchNeon on Thu, 22 Jan 2009 23:12:17 GMT
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Change the values for it in hud.ini

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by dr3w2 on Fri, 23 Jan 2009 16:41:30 GMT
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You become more of a tool everyday.

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by mrÃ£Ã§Ä·z on Fri, 23 Jan 2009 16:45:51 GMT
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Yes im very usefull for everything, so... Congratulations madrackz.

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by cAmpa on Fri, 23 Jan 2009 18:10:58 GMT
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Time to ban that retard.

I banned you from all my server because you are a little crying girl.

All is lagging, everyone is cheating and all are noobs except madsucks. LoL

And "mod abuser" LOLOLOL, im admin not mod. I pay for that to ban idiots like you, so where is the abuse?

I hope the other server owner and the forum moderation will follow my example.

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by ErroR on Fri, 23 Jan 2009 18:43:18 GMT
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I still don't have the small hp markers when low hp

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by pe21789 on Sat, 24 Jan 2009 10:34:19 GMT
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You have newest directX 9?

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by DL60 on Sat, 24 Jan 2009 11:58:50 GMT
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Quote:but missed the fact cAmpa assisted it on him

We both worked as a team on the HUD. I did mainly the graphics/hud.ini and cAmpa the code fixes/features. Here and there I helped and added some code things too.

So it is definitly not a only "DeathLink-HUD", it is a "cAmpa/DeathLink"-HUD.

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by ErroR on Sat, 24 Jan 2009 12:08:36 GMT
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pe21789 wrote on Sat, 24 January 2009 12:34You have newest directX 9?
EDIT: i have dx 9c

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by [WaR]Crazy on Sun, 06 Feb 2011 08:11:07 GMT
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please fix link <3 loving the hud

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by Lone0001 on Mon, 07 Feb 2011 04:45:16 GMT
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Here you go: http://lone0001.ca/uploads/Hud_RenguardCompatible.zip

To one of the mods/admins: I tried attaching it to my post but it wouldn't let me, kept getting this error "A system error has occurred. Please report it to the webmaster."

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by [WaR]Crazy on Mon, 07 Feb 2011 12:11:06 GMT
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Thank you very much! Much appreciated.

Must be because you're from Ontario

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by _SSnipe_ on Thu, 10 Feb 2011 16:42:15 GMT
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Link not working for me, thanks!

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by renalpha on Thu, 24 Feb 2011 07:33:29 GMT
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good job!!!!
i didn't like it

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by slosha on Fri, 25 Feb 2011 18:37:18 GMT
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Good god, I remember madrackz. What a faggot he was.

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by Generalcamo on Sat, 26 Feb 2011 14:57:54 GMT
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I have an addon pack for this HUD.

It includes the following:

A Clear Chatbox
A high Definition Weapons Pack (A model pack making the default renegade weapons look better, in both third person and first person, should not be considered a cheat as they are the same weapons, just higher poly)
A chat History
Resurrection Credits Hider
Additional Maps
A Reticle

Download it HERE.

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by ChewML on Tue, 01 Mar 2011 20:09:32 GMT
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I wanna see the final version of this HUD... I know andr3w282 added a bunch more to it. Wow 2 years ago, sad how time goes by... I miss Renegade.

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by dr3w2 on Wed, 16 Mar 2011 23:53:20 GMT
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Chew wrote on Tue, 01 March 2011 13:09I wanna see the final version of this HUD... I know andr3w282 added a bunch more to it. Wow 2 years ago, sad how time goes by... I miss Renegade.
hahaha tons more. Some neat little features too. It's a shame I lost interest and will probably never see a release =P

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by MUDKIPS on Sat, 19 Mar 2011 15:10:36 GMT
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Generalcamo wrote on Sat, 26 February 2011 07:57I have an addon pack for this HUD.

It includes the following:

A Clear Chatbox
A high Definition Weapons Pack (A model pack making the default renegade weapons look better, in both third person and first person, should not be considered a cheat as they are the same weapons, just higher poly)
A chat History
Resurrection Credits Hider
Additional Maps
A Reticle

Download it HERE.

copyright infringement!!!

Subject: Re: [HUD] New HUD Version2 - RENGUARD Compatible
Posted by renalpha on Tue, 17 May 2011 08:58:09 GMT
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nvm it was bumped