

---

Subject: RenegadeX hud  
Posted by [crysis992](#) on Wed, 29 Apr 2009 13:18:55 GMT  
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---

I made a little hud in Renegade X Style.  
Some comments please, maybe i release it

---

Subject: Re: RenegadeX hud  
Posted by [ErroR](#) on Wed, 29 Apr 2009 13:22:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice only little thing i don't like is the white border around the map, it looks plain white, apart from the other white-gray components

---

Subject: Re: RenegadeX hud  
Posted by [a000clown](#) on Wed, 29 Apr 2009 14:01:10 GMT  
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---

I think this is the first hud that I actually like more than the original, all the others seem big and bulky to me but yours is sleek. I too, don't like the radar though.

---

Subject: Re: RenegadeX hud  
Posted by [crysis992](#) on Wed, 29 Apr 2009 14:12:34 GMT  
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---

k then i change the radar

---

Subject: Re: RenegadeX hud  
Posted by [marcin205](#) on Wed, 29 Apr 2009 14:20:34 GMT  
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---

looks nice

---

Subject: Re: RenegadeX hud  
Posted by [Di3HardNL](#) on Wed, 29 Apr 2009 14:28:11 GMT  
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---

Its nice like i sayed before

funny to see you use my airstrip interior + reborn doors + hon lighting + droid character

---

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Subject: Re: RenegadeX hud

Posted by [pe21789](#) on Wed, 29 Apr 2009 14:50:46 GMT

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---

crysis u fucking retard, u ripped my Beta-HUD!

---

### File Attachments

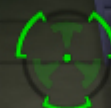
1) [ScreenShot269.jpg](#), downloaded 1369 times

---

Kurt C. Hose: viel zu spät ...  
Einkauf genehmigt  
Kurt C. Hose: ...



Untouchable



Atomkraftwerk  
oooooooooooo



Network:

100 + |||||

100 |||||

Geld: 372

Subject: Re: RenegadeX hud  
Posted by [Scrin](#) on Wed, 29 Apr 2009 14:52:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

crysis992 wrote on Wed, 29 April 2009 08:18I made a little hud in Renegade X Style.  
Some comments please, maybe i release it

you made? ok np...

---

---

Subject: Re: RenegadeX hud  
Posted by [cAmpa](#) on Wed, 29 Apr 2009 15:07:51 GMT  
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---

pe21789 wrote on Wed, 29 April 2009 16:50crysis u fucking retard, u ripped my Beta-HUD!

Nice steal crysis, like always.

---

---

Subject: Re: RenegadeX hud  
Posted by [ErroR](#) on Wed, 29 Apr 2009 16:07:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lolz

---

---

Subject: Re: RenegadeX hud  
Posted by [Di3HardNL](#) on Wed, 29 Apr 2009 16:52:48 GMT  
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---

Why would crysis be a thief?

Its the radar from Renegade X right? So pe21789 would be thief to then.

---

---

Subject: Re: RenegadeX hud  
Posted by [pe21789](#) on Wed, 29 Apr 2009 17:04:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nope, Renegade and Renegade X are different Games, im working on a remake. And crysis stole my texture and my idea...^^

---

Subject: Re: RenegadeX hud  
Posted by [reborn](#) on Wed, 29 Apr 2009 18:03:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

pe21789 wrote on Wed, 29 April 2009 13:04Nope, Renegade and Renegade X are different Games, im working on a remake. And crisis stole my texture and my idea...^^

So, he stole your idea to copy someone else's work? Isn't that a little arrogant to assume ownership of the idea, even though your idea was to imitate someone else's work? conceited even really...

Look, the battle over the HUD's has gone on for longer then you realise, infact much longer then most remember actually, seriously.

Just let it go man, feuds over who made it first, who had the idea first, stealing eachothers work never end well. You would do better to help eachother. You both obviously want the same end result...

It's not like you guys are doing this for a job or for a commercial project, pull your resources instead of being petty to eachother.

---

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Subject: Re: RenegadeX hud  
Posted by [pe21789](#) on Wed, 29 Apr 2009 18:29:57 GMT  
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---

stole my texture is not the problem...but he said "I made it".  
But thats wrong, he copied my texture i put a lot of work into it..  
i help as much as i can, so long...

---

---

Subject: Re: RenegadeX hud  
Posted by [YazooGang](#) on Wed, 29 Apr 2009 19:06:22 GMT  
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---

I dont see crisis's hud.

---

---

Subject: Re: RenegadeX hud  
Posted by [slosha](#) on Wed, 29 Apr 2009 19:14:44 GMT  
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---

YazooGang wrote on Wed, 29 April 2009 14:06I dont see crisis's hud.  
guy says he stole it and he removes it.. really answers the question if he stole it or not.. just like queen took off all his skins cuz he got caught with rgh

---

---

Subject: Re: RenegadeX hud

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Posted by [DeathC200](#) on Wed, 29 Apr 2009 20:35:23 GMT

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---

pe21789 wrote on Wed, 29 April 2009 09:50crys is u fucking retard, u ripped my Beta-HUD!

oooooooooooooooooooo pretty hud and tell me how you make it so the text blends in well with the game ?

i want them both yours and crysis and the building health indicators as well

---

---

Subject: Re: RenegadeX hud

Posted by [ErroR](#) on Wed, 29 Apr 2009 20:37:32 GMT

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---

DeathC200 wrote on Wed, 29 April 2009 23:35pe21789 wrote on Wed, 29 April 2009 09:50crys is u fucking retard, u ripped my Beta-HUD!

<Picture>

oooooooooooooooooooo pretty hud and tell me how you make it so the text blends in well with the game ?

i want them both yours and crysis and the building health indicators as well

Well, i doubt he'll share building bars (, and the hud) yet

---

---

Subject: Re: RenegadeX hud

Posted by [DeathC200](#) on Wed, 29 Apr 2009 20:40:18 GMT

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---

what do i have to do to make the text blend in with the game just like in the screenshot for all the aspects of the game answers well be appreciated in advance

---

---

Subject: Re: RenegadeX hud

Posted by [YazooGang](#) on Wed, 29 Apr 2009 20:56:14 GMT

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---

The text blend in is a skin right?

---

---

Subject: Re: RenegadeX hud  
Posted by [DeathC200](#) on Wed, 29 Apr 2009 20:59:13 GMT  
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---

YazooGang wrote on Wed, 29 April 2009 15:56The text blend in is a skin right?

i dont know why do you think im trying to find out weather i can make my text fade in with the game like on public chat where the server sends messages and people say stuff and so on you know ?

---

Subject: Re: RenegadeX hud  
Posted by [Sir Kane](#) on Wed, 29 Apr 2009 21:43:25 GMT  
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---

And in the end you're all just jelos of my HUD!

---

Subject: Re: RenegadeX hud  
Posted by [Scrin](#) on Wed, 29 Apr 2009 21:45:03 GMT  
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---

Sir Kane wrote on Wed, 29 April 2009 16:43And in the end you're all just jelos of my HUD!  
Ah sir

---

Subject: Re: RenegadeX hud  
Posted by [BlueThen](#) on Wed, 29 Apr 2009 22:07:27 GMT  
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---

Niko "The Lay" wrote on Wed, 29 April 2009 16:45Sir Kane wrote on Wed, 29 April 2009 16:43And in the end you're all just jelos of my HUD!  
Ah sir  
Funny how you people suck up to each other to get shit.

---

Subject: Re: RenegadeX hud  
Posted by [reborn](#) on Wed, 29 Apr 2009 23:12:49 GMT  
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---

Sir Kane wrote on Wed, 29 April 2009 17:43And in the end you're all just jelos of my HUD!

I find it amazing that this argument still presses on after all these years.

---

---

Subject: Re: RenegadeX hud  
Posted by [Scrin](#) on Thu, 30 Apr 2009 07:02:56 GMT  
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---

good job Renegade X gfx dude and Pepe from united teamworkers german clan

---

---

Subject: Re: RenegadeX hud  
Posted by [Chuck Norris](#) on Thu, 30 Apr 2009 09:32:42 GMT  
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---

The text blending is font smoothing. It'll do that if the font is large enough. Notice how his font is larger than normal.

---

---

Subject: Re: RenegadeX hud  
Posted by [Scrin](#) on Thu, 30 Apr 2009 09:56:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Chuck Norris wrote on Thu, 30 April 2009 04:32The text blending is font smoothing. It'll do that if the font is large enough. Notice how his font is larger than normal.  
that's font created by DeathLink6.0 with 50% grey transparency

---

---

Subject: Re: RenegadeX hud  
Posted by [DeathC200](#) on Thu, 30 Apr 2009 11:19:00 GMT  
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---

oh ok thanks scrin and everyone for the help and comments that they have been answerd

---

---

Subject: Re: RenegadeX hud  
Posted by [DarkKnight](#) on Thu, 30 Apr 2009 12:08:56 GMT  
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---

nice hud whoever made it

---

---

Subject: Re: RenegadeX hud  
Posted by [marcin205](#) on Thu, 30 Apr 2009 12:22:42 GMT  
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---

yeah nice hud and nobody release him hehe

---



Subject: Re: RenegadeX hud  
Posted by [DL60](#) on Thu, 30 Apr 2009 19:47:12 GMT  
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---

I'm waitin' for TT blockin' all ur modified shaders.dll'Z, textureZ and replazementZ!

The end is the beginning!

---

---

Subject: Re: RenegadeX hud  
Posted by [slosha](#) on Thu, 30 Apr 2009 19:51:58 GMT  
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---

DeathLink6.0 wrote on Thu, 30 April 2009 14:47I'm waitin' for TT blockin' all ur modified shaders.dll'Z, textureZ and replazementZ!

The end is the beginning!

---

---

Subject: Re: RenegadeX hud  
Posted by [Sir Kane](#) on Thu, 30 Apr 2009 20:47:29 GMT  
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---

DeathLink6.0 wrote on Thu, 30 April 2009 14:47I'm waitin' for TT blockin' all ur modified shaders.dll'Z, textureZ and replazementZ!

The end is the beginning!  
What the fuck?

---

---

Subject: Re: RenegadeX hud  
Posted by [JsxKeule](#) on Thu, 30 Apr 2009 20:50:29 GMT  
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---

but tt patch allows dds files or?

---

---

Subject: Re: RenegadeX hud  
Posted by [ErroR](#) on Fri, 01 May 2009 07:12:45 GMT  
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---

i think so

---

Subject: Re: RenegadeX hud  
Posted by [Goztow](#) on Fri, 01 May 2009 08:38:40 GMT  
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---

The server will decide for which characters they allow skins.

---

---

Subject: Re: RenegadeX hud  
Posted by [JsxKeule](#) on Fri, 01 May 2009 09:45:22 GMT  
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---

so when i make a new skin pack with all dds file. i can use it when server allows it?

---

---

Subject: Re: RenegadeX hud  
Posted by [Goztow](#) on Fri, 01 May 2009 09:56:16 GMT  
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---

If the server allows skins for the characters you made it for they will show up. If not, the default skin from always.dat will show up.

---

---

Subject: Re: RenegadeX hud  
Posted by [JsxKeule](#) on Fri, 01 May 2009 10:01:47 GMT  
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---

Goztow wrote on Fri, 01 May 2009 11:56 If the server allows skins for the characters you made it for they will show up. If not, the default skin from always.dat will show up.

you said chars  
does it means just charcter skins  
or can i use buildings and vehicle skins too

---

---

Subject: Re: RenegadeX hud  
Posted by [Goztow](#) on Fri, 01 May 2009 10:05:58 GMT  
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---

As my siggy said, I'm no member of the TT team so I can only base my replies on things that were written down by them in the past. I suppose it'll be the same for buildings / vehicles. I'm not sure if they'll really work per character / building / vehicle or if they'll make groups, e.g. "stealth" (= stank and sbh), "snipers" (= 500 and 1000 sniper), "heavy armor tanks", ...

---

---



"Update"

nj scrin really nice

---

---

Subject: Re: RenegadeX hud  
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 05 May 2009 00:20:05 GMT  
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---

Fail.

I love it how Scrin hates the Renegade X mod, and yet forges his own version of the Renegade X HUD. Real smooth.

---

---

Subject: Re: RenegadeX hud  
Posted by [JeepRubi](#) on Tue, 05 May 2009 00:23:07 GMT  
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---

Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

#### File Attachments

1) [RenX\\_Ramjet.3DS](#), downloaded 130 times

---

---

Subject: Re: RenegadeX hud  
Posted by [R315r4z0r](#) on Tue, 05 May 2009 00:31:13 GMT  
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---

Damn it Jeep, it's really tempting to click on that, but when I look at the file size, I get scared.

What is it?!

---

---

Subject: Re: RenegadeX hud  
Posted by [Starbuzz](#) on Tue, 05 May 2009 01:14:41 GMT  
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---

Niko "The Lay" wrote on Mon, 04 May 2009 11:16 webmaster - I'm not a member of the TT team

"Update"

ahh ha!

---

Subject: Re: RenegadeX hud  
Posted by [havoc9826](#) on Tue, 05 May 2009 04:24:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Mon, 04 May 2009 12:09I hope RenX doesnt add that crap hud, i want the original one from Renegade

@ Fobby:

Although I don't think the new hud is crap, I did like the WIP of the upgraded classic hud you showcased a year ago. Do you plan to complete it and make it an option, or would you consider releasing the source material so that someone else could complete it and release it?

---

Subject: Re: RenegadeX hud  
Posted by [Starbuzz](#) on Tue, 05 May 2009 04:31:41 GMT  
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I dislike the re-imagined HUD concepts of Ren X. The original remake is so much more preferable; it is cut to the chase instead of fancy stuff.

---

Subject: Re: RenegadeX hud  
Posted by [Scrin](#) on Tue, 05 May 2009 04:53:15 GMT  
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JeepRubi wrote on Mon, 04 May 2009 19:23Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

Can't open it, i doesn't have 3dsmax, only gmax/renx  
by the way, why give out ramjet?

[NEFobby[GEN] wrote on Mon, 04 May 2009 19:20]Fail.

I love it how Scrin hates the Renegade X mod, and yet forges his own version of the Renegade X HUD. Real smooth.

who is the GFX dude on your mod?  
and i dont hate that renegade-x (2007) project, i hate when you ignored my Pms  
i'm hope all clear now

---

Subject: Re: RenegadeX hud  
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 05 May 2009 10:39:44 GMT  
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I've never ever gotten a single PM from you.

---

Subject: Re: RenegadeX hud  
Posted by [Sir Kane](#) on Tue, 05 May 2009 11:08:36 GMT  
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Starbuck wrote on Mon, 04 May 2009 20:14  
ahh ha!

Hahahaha. I'm so going to make a TF2 spray from that.

---

Subject: Re: RenegadeX hud  
Posted by [Starbuzz](#) on Tue, 05 May 2009 13:00:37 GMT  
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lols ^

Yo Niko, I think due to weird forum glitch with Fobby nickname brackets [ ]...PM's won't go thru.

---

Subject: Re: RenegadeX hud  
Posted by [mrÃ&Auml;SÄ·z](#) on Tue, 05 May 2009 13:08:09 GMT  
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So what now? will the Ren X team use the green hud of not?

when not, then fuck you all and tnx for killing the renegade

Subject: Re: RenegadeX hud  
Posted by [marcin205](#) on Tue, 05 May 2009 15:33:02 GMT  
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---

original renegade hud =sux textures out of date and ugly in this time

---

---

Subject: Re: RenegadeX hud  
Posted by [Scrin](#) on Tue, 05 May 2009 15:40:35 GMT  
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---

ok?  
2007 for win win

---

---

Subject: Re: RenegadeX hud  
Posted by [marcin205](#) on Tue, 05 May 2009 17:11:26 GMT  
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---

nice pic

---

---

Subject: Re: RenegadeX hud  
Posted by [LiL KiLLa](#) on Tue, 05 May 2009 17:35:44 GMT  
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---

like always

---

---

Subject: Re: RenegadeX hud  
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 06 May 2009 00:56:51 GMT  
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---

RUSSAKii\_NA\_WSEGDA wrote on Tue, 05 May 2009 13:35like always

Those aren't even his. Both the PIC and the second picture are Renegade X assets.

Quote:So what now? will the Ren X team use the green hud of not?

when not, then fuck you all and tnx for killing the renegade

And I don't know about you madrackz, but I don't see a point in making Renegade X an absolute

---

carbon copy of C&C Renegade. There'd be no point. The new Renegade X HUD is modern from a gaming standpoint and yet displays more information than Renegade's original HUD, such as the amount of mines and vehicles your team possesses. A different HUD doesn't make our mod suck - if you think so, then don't play it.

---

---

Subject: Re: RenegadeX hud

Posted by [JeepRubi](#) on Wed, 06 May 2009 01:44:16 GMT

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---

Niko "The Lay" wrote on Mon, 04 May 2009 23:53JeepRubi wrote on Mon, 04 May 2009 19:23Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

Can't open it, i doesn't have 3dsmax, only gmax/renx  
by the way, why give out ramjet?

File>Import

---

---

Subject: Re: RenegadeX hud

Posted by [slosha](#) on Wed, 06 May 2009 02:04:11 GMT

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---

JeepRubi wrote on Mon, 04 May 2009 19:23Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

I LOVE THIS RAMJET LMFAO

---

---

Subject: Re: RenegadeX hud

Posted by [Gen\\_Blacky](#) on Wed, 06 May 2009 02:57:08 GMT

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JeepRubi wrote on Tue, 05 May 2009 20:44Niko "The Lay" wrote on Mon, 04 May 2009 23:53JeepRubi wrote on Mon, 04 May 2009 19:23Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

Can't open it, i doesn't have 3dsmax, only gmax/renx  
by the way, why give out ramjet?

File>Import

lol stop messing with scrin or better yet continue to mess with him for epic lulz.

---

---



Subject: Re: RenegadeX hud  
Posted by [Scrin](#) on Wed, 06 May 2009 05:50:37 GMT  
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---

Niko "The Lay" wrote on Tue, 05 May 2009 06:53JeepRubi wrote on Mon, 04 May 2009 19:23Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

who is the GFX dude on your mod?

---

Subject: Re: RenegadeX hud  
Posted by [Di3HardNL](#) on Wed, 06 May 2009 10:12:38 GMT  
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---

JeepRubi wrote on Tue, 05 May 2009 20:44Niko "The Lay" wrote on Mon, 04 May 2009 23:53JeepRubi wrote on Mon, 04 May 2009 19:23Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

Can't open it, i doesn't have 3dsmax, only gmax/renx  
by the way, why give out ramjet?

File>Import

I laughed when I imported it Anyone wants to see this awesome ramjet?

---

Subject: Re: RenegadeX hud  
Posted by [Scrin](#) on Wed, 06 May 2009 11:13:48 GMT  
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---

Di3HardNL wrote on Wed, 06 May 2009 05:12JeepRubi wrote on Tue, 05 May 2009 20:44Niko "The Lay" wrote on Mon, 04 May 2009 23:53JeepRubi wrote on Mon, 04 May 2009 19:23Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

Can't open it, i doesn't have 3dsmax, only gmax/renx  
by the way, why give out ramjet?

File>Import

I laughed when I imported it Anyone wants to see this awesome ramjet?

---

---

Subject: Re: RenegadeX hud

Posted by [saberhawk](#) on Wed, 06 May 2009 11:24:04 GMT

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---

JeepRubi wrote on Mon, 04 May 2009 20:23Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

The ramjet is rather disappointing. You'd think UE3 would support higher polygon counts, textures, or at least 3D meshes. Guess not. Renegade FTW!

---

---

Subject: Re: RenegadeX hud

Posted by [Dover](#) on Wed, 06 May 2009 11:28:28 GMT

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---

JeepRubi wrote on Mon, 04 May 2009 20:23Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

\*Braces for high-res, 3D PLECOS\*

---

---

Subject: Re: RenegadeX hud

Posted by [Scrin](#) on Wed, 06 May 2009 12:24:11 GMT

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---

BURN INFIDELS!

---

---

Subject: Re: RenegadeX hud

Posted by [Reaver11](#) on Wed, 06 May 2009 13:57:38 GMT

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---

Dover wrote on Wed, 06 May 2009 06:28JeepRubi wrote on Mon, 04 May 2009 20:23Here's the ramjet scrin, fobby just didn't want to give our assets away to the most awesome skinner in renegade for some reason.

\*Braces for high-res, 3D PLECOS\*

\*In before TT will block all the Pleco skins\*

---

Subject: Re: RenegadeX hud  
Posted by [Havoc 89](#) on Thu, 07 May 2009 03:06:25 GMT  
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Not switching back the the old hud because there is no point. As Fobby already stated, the new hud is a modernized take on the original. And fyi, the layout and general shape of the hud is almost exactly the same. Your bitching about how it no longer looks like a floating button but rather an actual digital heads up display. There isnt even any new information on the hud that you cannot access anyways in ren. So again, quit bitching.

I would just like to state this right now. You will NOT be able to skin Renegade X.

It's kinda painful to watch your hud being replicated by an idiot.

PLECKOS! FTW!

---

Subject: Re: RenegadeX hud  
Posted by [DL60](#) on Thu, 07 May 2009 12:07:18 GMT  
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Havoc 89 wrote on Wed, 06 May 2009 22:06You will NOT be able to skin Renegade X.

---

Subject: Re: RenegadeX hud  
Posted by [DeathC200](#) on Thu, 07 May 2009 15:03:20 GMT  
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so if we have say command and conquer renegade and renegade x installed well it conflict with anything ? just wondering .

---

Subject: Re: RenegadeX hud  
Posted by [marcin205](#) on Thu, 07 May 2009 15:07:13 GMT  
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DeathC200 wrote on Thu, 07 May 2009 10:03so if we have say command and conquer renegade and renegade x installed well it conflict with anything ? just wondering .  
No because Renegade X is Unreal Tournament Mod

---

Subject: Re: RenegadeX hud  
Posted by [DeathC200](#) on Thu, 07 May 2009 15:10:46 GMT  
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---

good reply marcin

---

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Subject: Re: RenegadeX hud  
Posted by [ErroR](#) on Thu, 07 May 2009 15:55:33 GMT  
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DeathC200 wrote on Thu, 07 May 2009 18:03so if we have say command and conquer renegade and renegade x installed well it conflict with anything ? just wondering .  
Of course not, these are 2 different games. It'll be fine

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Subject: Re: RenegadeX hud  
Posted by [nikki6ixx](#) on Fri, 08 May 2009 17:47:24 GMT  
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Every so often, I get this positive feeling that humanity can somehow, possibly attain pure awesomeness, and enlightenment, and that there is light at the end of the road for us all. However, I only need to go to the latest HUD thread at RenForums to remind me of how dumb I was for thinking such stupid things.

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Subject: Re: RenegadeX hud  
Posted by [Prulez](#) on Sat, 09 May 2009 08:03:37 GMT  
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nikki6ixx wrote on Fri, 08 May 2009 19:47Every so often, I get this positive feeling that humanity can somehow, possibly attain pure awesomeness, and enlightenment, and that there is light at the end of the road for us all. However, I only need to go to the latest HUD thread at RenForums to remind me of how dumb I was for thinking such stupid things.  
Congrats, I deem that signature-worthy.

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