Subject: [Hud] Simple Hud

Posted by crysis992 on Mon, 30 Nov 2009 16:08:17 GMT

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Hello,

i made a simple hud and want to release it here.

Possible to use in all resolutions, i tested the resolutions from 800x600 to 1440x900.

ss is in the spoiler

Toggle Spoiler

shaders.dll made by campa, i uploaded the shaders.dll from D6Hud so it does not support buildingbar feature.

Textures made by Scrin

Some comments would be nice

crysis992

This are the map overview files for the hud, you need it to http://www.fileden.com/files/2008/11/11/2182522/MapOverviewPack.zip

File Attachments

1) crysis HUD.zip, downloaded 280 times

Subject: Re: [Hud] Simple Hud

Posted by reborn on Mon, 30 Nov 2009 17:07:49 GMT

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Source code needs to be released.

Very nice HUD.

Subject: Re: [Hud] Simple Hud

Posted by crysis992 on Mon, 30 Nov 2009 17:33:20 GMT

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reborn wrote on Mon, 30 November 2009 11:07 Source code needs to be released. :)0

kk updated the zip with the source folder from D6 hud.

Subject: Re: [Hud] Simple Hud

Posted by Stefan on Mon, 30 Nov 2009 17:57:23 GMT

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Me likey. too bad it doesn't support any higher resolutions.

Subject: Re: [Hud] Simple Hud

Posted by Scrin on Mon, 30 Nov 2009 18:03:18 GMT

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crysis992 wrote on Mon, 30 November 2009 10:08Hello,

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if you are gona copy and release my huds, then ATLEAST give me credits...Like: "this is Scrin's style/theme/textures..."

good luck

Subject: Re: [Hud] Simple Hud

Posted by crysis992 on Mon, 30 Nov 2009 18:48:19 GMT

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Communist Infiltrator wrote on Mon, 30 November 2009 12:03crysis992 wrote on Mon, 30 November 2009 10:08Hello,

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good luck

how did i copy your hud? i just used the radar texture, not more. But okay if ya want first post updated

Quote: Me likey. Very Happy too bad it doesn't support any higher resolutions.

Try it out, it should support higher resolutions, i said i didnt tested it at higher not it dont work at higher

Subject: Re: [Hud] Simple Hud

Posted by Kimb on Mon, 30 Nov 2009 19:12:36 GMT

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cant reallIIIIly say i liked it

Subject: Re: [Hud] Simple Hud

Posted by reborn on Mon, 30 Nov 2009 19:52:22 GMT

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Communist Infiltrator wrote on Mon, 30 November 2009 13:03

if you are gona copy and release my huds, then ATLEAST give me credits...Like: "this is Scrin's style/theme/textures..."

good luck

LOL, so now if anything is your style, you should be credited?

Please define what your style is. You're Russian for Gods sake, stop acting like such a Captilist pig. I can't believe you can't even be a Commy without failing.

Subject: Re: [Hud] Simple Hud

Posted by RMCool13 on Mon, 30 Nov 2009 23:19:37 GMT

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reborn wrote on Mon, 30 November 2009 13:52Communist Infiltrator wrote on Mon, 30 November 2009 13:03

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LOL Burnnnnn

Subject: Re: [Hud] Simple Hud

Posted by Distrbd21 on Tue, 01 Dec 2009 00:39:40 GMT

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RMCool13 wrote on Mon, 30 November 2009 17:19reborn wrote on Mon, 30 November 2009 13:52Communist Infiltrator wrote on Mon, 30 November 2009 13:03

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good luck

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Please define what your style is. You're Russian for Gods sake, stop acting like such a Captilist pig. I can't believe you can't even be a Commy without failing.

LOL Burnnnnn
Burnnnnn my ass that is OWN3D

Edit: btw i love the hud using it now ty.

Subject: Re: [Hud] Simple Hud

Posted by Killgeak on Wed, 02 Dec 2009 19:30:09 GMT

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nice hud.

and wasnt scrin the dude that took skins from other people and claimed them as his own?

Subject: Re: [Hud] Simple Hud

Posted by reborn on Wed, 02 Dec 2009 20:51:42 GMT

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Killgeak wrote on Wed, 02 December 2009 14:30nice hud, and wasnt scrin the dude that took skins from other people and claimed them as his own?

Yes.

Subject: Re: [Hud] Simple Hud

Posted by slosha on Wed, 02 Dec 2009 21:35:45 GMT

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If your going to put an overhead radar onto the original HUD, don't use shitty graphics for it.

Subject: Re: [Hud] Simple Hud

Posted by TORN on Thu, 03 Dec 2009 16:46:12 GMT

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reborn wrote on Mon, 30 November 2009 14:52Communist Infiltrator wrote on Mon, 30 November 2009 13:03

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good luck

LOL, so now if anything is your style, you should be credited? Please define what your style is. You're Russian for Gods sake, stop acting like such a Captilist pig. I can't believe you can't even be a Commy without failing.

LMFAO

Subject: Re: [Hud] Simple Hud

Posted by _SSnipe_ on Thu, 03 Dec 2009 16:47:44 GMT

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reborn wrote on Wed, 02 December 2009 12:51Killgeak wrote on Wed, 02 December 2009 14:30nice hud,

and wasnt scrin the dude that took skins from other people and claimed them as his own?

Yes.

Thats only 1% of the story's lol jk

Subject: Re: [Hud] Simple Hud

Posted by Canadacdn on Fri, 04 Dec 2009 00:37:30 GMT

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It's bad. The radar is off-center, and most of the other graphics have just been ripped right out of the default HUD.

Subject: Re: [Hud] Simple Hud

Posted by crysis992 on Fri, 04 Dec 2009 11:58:02 GMT

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ya and? someone on st0rm gaming requested a hud like this, so i made it.

Subject: Re: [Hud] Simple Hud

Posted by Distrbd21 on Tue, 15 Dec 2009 03:29:02 GMT

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forgot to ask but does this hud turn off like the default?

hope it does so i can use it i changed the hud i have from that to a diff one before i tested it., if not is there away to get it to?

Subject: Re: [Hud] Simple Hud

Posted by Tunaman on Tue, 15 Dec 2009 04:46:36 GMT

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You can add one line of code to shaderhud.cpp to make custom HUDs made by HUD.ini work properly with hud toggling commands.

if(!(*(bool *)0x8124b4)) return; //return if IsHudShown == false

You can just add this at the top of the UpdateHUD2() function.

What this does is check if the value at 0x8124b4(the address of IsHudShown) is 0, if it is 0 then it just exits the function. ^^

Subject: Re: [Hud] Simple Hud

Posted by Distrbd21 on Tue, 15 Dec 2009 22:02:49 GMT

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Tunaman wrote on Mon, 14 December 2009 22:46You can add one line of code to shaderhud.cpp to make custom HUDs made by HUD.ini work properly with hud toggling commands.

if(!(*(bool *)0x8124b4)) return; //return if IsHudShown == false

You can just add this at the top of the UpdateHUD2() function.

What this does is check if the value at 0x8124b4(the address of IsHudShown) is 0, if it is 0 then it just exits the function. ^^

can you put that in there and give me a copy of the scripts.dll i no longer have the tools to do it, reformated pc.