Posted by Mauler on Wed, 09 Jan 2013 18:15:30 GMT
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The custom shader hud in action

Alright guys i have now finished testing and editing the custom 4.0 hud that uses the stock renegade hud, you can now fully customize the colors of the text, images and the whole hud a bit easier now... i really wanted to make a custom hud but I didn't want to use anyone else's hud as a base, so i recreated the renegade hud to learn how to use the new and edit the hud.ini file that is included in 4.0

The reason i did this is to provide a base 4.0 shader hud that is easier to modify and create your own designs, and add color where you could not add before with the texture hud_main.dds

Changes made
The health bar displays health level in color form, could not find a way of add it without errors/ or not displaying colors properly
The selected weapon text is now been moved to the middle, aligned it with the credit, time text info
Disabled vehicle steering image and gunner images... could not find a way of add it without errors

so without further interruption i present the download link enjoy!

A BIG THANKS TO MY MAIN BUDDIE KENZ3001, who gave me a hand (i should say magic hands) on making this possible! ty son!
GET IT HERE

Subject: Re: [HUD] Stock Renegade Hud - Released!
Posted by Good-One-Driver on Wed, 09 Jan 2013 19:08:48 GMT
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here is how you get the colors to chance without actually painting it on the texture:

;HealthBarColor
[Color12]
Red=255
Green=30
Blue=10

;ArmorBarColor

[Color13]
Red=10
Green=255
Blue=30

;Half Armor/Live Color
[Color14]
Red=255
Green=192
Blue=70

;Low Armor/Live Color
[Color15]
Red=255
Green=70
Blue=70

;No Armor/Live Color
[Color16]
Red=255
Green=0
Blue=0

;HealthBarColor Empty
[Color17]
Red=51
Green=6
Blue=2

;ArmorBarColor Empty
[Color18]
Red=2
Green=51
Blue=6

[Color19]
Red=0
Green=170
Blue=0

[Color20]
Red=50
Green=50
Blue=50

And to fix the gunner / vehical problem:

```
WeaponEnabled=true
WeaponVisible=true
WeaponVisibleNonVehicle=true
WeaponXPos=-400
WeaponYPos=-65
WeaponFont=11
WeaponColor=1

WeaponImageEnabled=true
WeaponImageVisible=true
WeaponImageVisibleNonVehicle=true
WeaponImageXPos=-105
WeaponImageYPos=-185
WeaponImageColor=2
WeaponImageVehicleColor=2
```

Subject: Re: [HUD] Stock Renegade Hud - Released!
Posted by Mauler on Wed, 09 Jan 2013 19:15:01 GMT
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great thanks

Subject: Re: [HUD] Stock Renegade Hud - Released!
Posted by Soulhunter on Wed, 09 Jan 2013 22:12:15 GMT
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It appears that a part from the left of your health bar is missing. There are 2 possibilities with this (and I can't check what one it is exactly on this pc, cuz I can't view dds files here):
1. You left out a part of the left side of the health bar in your hud.ini (so, the QuadLeft is wrong for the health bar) (or it could be from the right side as well)
2. There's a part of the left (or right) side missing in the dds file

I'd suggest fixing that If you need help with anything, feel free to say so Even though I stopped playing renegade, I also decided to make a new 4.0 compatible hud (and already have the base graphics for it ready) It keeps my busy while I still have some free time between the exams

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Subject: Re: [HUD] Stock Renegade Hud - Released!
Posted by Mauler on Wed, 09 Jan 2013 22:22:24 GMT
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it's been fixed.

Subject: Re: [HUD] Stock Renegade Hud - Released!
Posted by zunnie on Thu, 10 Jan 2013 05:33:08 GMT
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Nice stuff man, using it now Looks good

Subject: Re: [HUD] Stock Renegade Hud - Released!
Posted by iRANian on Thu, 10 Jan 2013 12:29:49 GMT
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Looks nice, haven't tried it yet though.

Subject: Re: [HUD] Stock Renegade Hud - Released!
Posted by Mauler on Fri, 11 Jan 2013 00:11:44 GMT
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Seen there is an issue with the weapon text displaying improperly on lower resolution computers, trying to fix, just keep an eye on the version number of the hud when downloading the fix after 1.0

Subject: Re: [HUD] Stock Renegade Hud - Released!
Posted by Dev* on Fri, 11 Jan 2013 02:52:03 GMT
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You kept the classic Renegade style but spiced it up a bit. I like it.

Subject: Re: [HUD] Stock Renegade Hud - Released!
Posted by Mauler on Sat, 09 Feb 2013 10:22:21 GMT
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this hud has been updated to 2.0, new version has been uploaded with some fixes, check out the changelist for a more detailed info @ MPF Downloads