## Subject: Re: Request HUD Scripts Code
Posted by Scrin on Tue, 23 Oct 2007 07:27:06 GMT

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Jerad Gray wrote on Mon, 22 October 2007 11:30Scrin wrote on Fri, 19 October 2007 07:36jonwil wrote on Fri, 19 October 2007 08:17All of the HUD code (well all except for a few pieces that are used to "turn off" various parts of the original game code) is in shaderhud.cpp in the scripts.dll source code.

I do not have any images, examples or hud.ini files for this feature.
To find out how to use it, read the documentation in bhs.txt.
I have no current plans to do anything more with the custom HUD feature.


thanks, im go check that info...
errm ,lol i newer open .dll libraries before...can you tell which prog i need to open .dll?

(also lool i havent bhs.txt
If you are going to open the .cpp files you need the source code, which is downloadable from sourceforge.net

HORQWER wrote on Fri, 19 October 2007 14:49how do u guys do those stuff

Skill


ummm. i dont now what and how search there... can you say me what exactly? or link to need prob?

also here so far... im still ned veh code (my infantry armor/helth dont switch to vehicle armor/health (if i got o like med)....)
Its very important (i ned prog to open dll or vehicle hud code only and them G?g!
its not ready ye... no time no creds no weapon polygons.