
Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [DL60](#) on Sun, 28 Dec 2008 20:04:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:Personally i've just started working on the building part of the hud using the existing code in your shaders_hud.cpp file as well as other function calls part of it. I'm not doing it to "gain an advantage" or "cheat" but more so of a just a way to expand/learn more when it comes to c++. I'm doing it from a programming perspective moreso then a game advantage. Ive already written the code and have properly displayed building healths as integer, and will probably add "health bars" similar (pretty much attempting to be identical) to your sample hud.

OH RLY where you you have this from? Maybe I already posted it here? If you havn't already read: I also didn't released the buildingbars because lots of people consider it as cheat.

I want to know why people don't release stuff which is not considered as cheat or which doesn't make sth. vulnerable to manipulations. Your script thing is something COMPLETELY else.

I already know to answer to my question but I want to hear it from the people who do it.
