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Subject: [HUD] New HUD Version2 - RENGUARD Compatible

Posted by [dr3w2](#) on Sat, 10 Jan 2009 21:55:55 GMT

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Renegade HUD

By andr3w282

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A collection of HUD features which were released compiled into one

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Features:

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This HUD release is compatible with renguard.

This HUD is resolution independent

This HUD displays the current map instead of the radar, displays health, shield and ammo bars.  
Mine count for clients team is also displayed

Faded notifications are displayed when ammo or health has changed

THIS RELEASE REQUIRES SCRIPTS 3.4.4 AND THE MODIFIED SHADERS.DLL FILE

BOTH FILES ARE INCLUDED IN THE RELEASE

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Installation:

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TWO versions of HUD.ini are available in this release.

The original HUD configuration released by DeathLink6.0

A modified version of the HUD by andr3w282

!!!IMPORTANT!!

YOU MUST RENAME

hud\_andr3w282.ini OR hud\_deathlink6.ini

TO

hud.ini

ONLY ONE OF THESE FILES MAY EXIST IN YOUR DATA FOLDER NAMED AS HUD.INI

Shaders.dll is NECESSARY to be copied. The other files are there incase some people have not yet updated to scripts 3.4.x

Place all other files (dda,tga,ini) into your data/ folder

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Credits

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The HUD includes map images which were released by Canadacdn on renegadeforums.com

The HUD includes fixes, textures, and colors which were released by DeathLink6.0 on renegadeforums.com

The HUD includes faded health and ammo notifications which were released by Saberhawk on renegadeforums.com

I give full credit to the above people for their work

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What I actually did

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The HUD includes changes by me to how loading of map settings are done.

Map settings are now found and loaded from within hud.ini with sections of [mapname]

This removes the need for individual <mapname>.ini files and allows it to be compatible with renguard.

The method of <mapname>.ini files are still compatible with this HUD.

If the section for [mapname] is not found, shaders.dll will attempt to load <mapname>.ini

If <mapname>.ini is not found, the default texture for the map is found in hud.ini as <<

ScrollingMapTexture= >>

#### Example Screenshots:

There are two hud.ini configurations in this release. Select which ever one you like more, or edit it yourself

<http://www.n00bstories.com/image.fetch.php?id=1315771622>

<http://www.n00bstories.com/image.fetch.php?id=1369956338>

Source Files are included

Download link:

[http://andr3w282.bitpwns.com/Hud\\_RenguardCompatible.zip](http://andr3w282.bitpwns.com/Hud_RenguardCompatible.zip)

Extra note :

I just want to say thanks to anyone who has worked on the hud files, shaders.dll, scripts.dll or Renegade in general. Please read the credits as i do NOT want to be given credit for someone else's work. I just wrote the code that worked with renguard, organized everything, compiled etc.. The above names deserve thanks for the features they had worked on.

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