
Subject: Re: [Release] New HUD Version2 - RENGUARD Compatible

Posted by [dr3w2](#) on Sat, 10 Jan 2009 22:59:36 GMT

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KobraOps wrote on Sat, 10 January 2009 16:512 questions.

1. I noticed this when the overhead display was first released that the red ring that appears on the screen indicating you are taking damage and sometimes it indicates what side didnt appear. Does it appear with this hud?

2. You said the resolution is independent, does this mean it can support 800X600 easily or will editing hud.ini be necessary for it to fit?

I actually don't remember on the red-ring indicator your talking about .. maybe i never noticed :\

When its said to be "resolution" independent I mean the X/Y locations on the screen will be in the same alignment on any resolution. The textures/font themselves will not change size however .

So for example, in my screenshot i had it running at 1280x1024. If you bump it down to 800x600 .. the alignment will be all the same, however the textures themselves will appear larger and closer together. That's the best way I can explain it.

If you look at the gap between the radarmap, and the ammo count box ... the larger resolution you are at, the bigger the gap will be. The smaller the resolution, the less of a gap (distance) will exist between the two locations.
