Subject: Re: Hud with building bars
Posted by dr3w2 on Tue, 27 Jan 2009 17:04:45 GMT
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If you guys actually looked clearly at that screenshot you'll notice there is NOT any enemy information being displayed. I actually added the proper code to NOT display enemy information.

@reborn you must really need to chill the fuck out. Clearly if i was going to add additional information I would have by now. I would have thought you, as a learning programmer would understand my situation that im simply trying to learn and do more from a programming aspect. When did i say using this is justified? do you see me releasing the source or a compiled version of it ? and if you REALLY must know that screenshot was taken in a server to actually visibly see all the units, as apposed to where I do any of my testing in a PRIVATE empty hosted LAN game.

@Goztow read my above comment of "If that is the case I would have by now". Also, not to be rude.. but no shit SK made that a very long time ago. Just like the custom hud, custom sounds, and many different serverside addons and fixes. I give him full credit for his creativity on these different things and respect him for it. There's no harm in me using his creative ideas to practice and improve on my programming. Also, of course I would continue to play the game fairly.

Why did I post that link? pretty much just for shits and giggles to see the reactions people have to it.

Also ty saberhawk for the reply. And just an fyi, saberhawk has seen the progression of the random shit i've been doing and he realizes im doing it just to learn shit.