
Subject: Re: Any way?

Posted by [dr3w2](#) on Mon, 16 Mar 2009 20:14:32 GMT

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TBH this can be done.. would be a pain in the ass to actually make the configurations for multiple huds but to be able to swap between them can easily be done.

I was tempted to do two different things on the hud also...

Keypress to toggle versions of hud, one with the health, ammo, weapon etc, then another with game information + map overlay

Was also thinking about making two huds, a GDI and a NOD themed so when the map starts it changes your hud theme

I never really got around to trying either of those.

ps

It would be a huge problem if i were to release my simple key toggle class because it would open a few doors to people using it for other things (just as an example, a pthack). Its not a difficult class at all, but it still allows any random noob to use it for other things. I wrote the class to work in an on/off state. for example

```
Keyclass mykey;  
mykey.setkey( *something * );
```

```
if (mykey.ison()) doshit();
```

Thats mainly the real issue and problem with the hud stuff. When releasing something you must include the source, because otherwise I would release the map overlay but that as well opens doors for radarhacks and a few other things.
