Subject: Re: [preview] rotating weaponlist
Posted by Tunaman on Tue, 22 Dec 2009 23:23:31 GMT
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Thanks for all the nice comments.
Sorry, but my knowledge of 3d graphics is very limited so I'm not sure I would have any idea about how to make it 3d.

For the images, I've just been using the standard images shown on the default weaponlist or the bottom right. I made settings in hud.ini that allows you to change the color, but I just wanted to show off the functionality of it so I made everything the exact same as the default ren weapon list(the color & fade time are exactly the same). ^^ I also made settings so you can change the radius of the circle the weapons rotate, how long the weapons stay shown after changing them, the time it takes to fade, and the time it takes for the weapons to turn to the newly selected one.

Also it shouldn't have a problem when there are lots of weapons, I tried it in one server where there were weapons all over the place and it didn't seem to have a problem with like 20 weapons.. Do you know of how I could test to see if there are any problems with a bunch of weapons?