

---

Subject: Renegade Alert HUD Update  
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 02:35:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Silent Kane was responsible for the code work, I did the HUD texture job.

The target bracket is now completely removed. Relevant object information is displayed in the lower right hand of the screen. The object's icon and health is displayed there, along with your ammunition count and your position in the vehicle you're inside.

The icons themselves, such as the compass, are still being worked on. The compass is the icon above your health meter, which is next to the overhead view of the radar map. The view of the radar map is also being improved over time, and will look much better by the time we release.

Icons relevant to your status will be displayed in the middle left portion of the screen. One will show if you're being repaired, another will show if you're able to sell your vehicle. This is done by driving to the center of the Service Depot and either pressing a key or clicking the Sell button.

---

---

Subject: Renegade Alert HUD Update  
Posted by [smwScott](#) on Fri, 22 Oct 2004 02:42:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That looks very impressive. Not only is the look of it much better but it seems to be more functional too.

---

---

---

Subject: Renegade Alert HUD Update  
Posted by [glyde51](#) on Fri, 22 Oct 2004 03:03:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Would you be able to release this for usage in regular renegade play? or for usage in other mods?

---

---

---

Subject: Renegade Alert HUD Update  
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 03:38:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No, neither are getting it.

---

---

---

Subject: Renegade Alert HUD Update

---

Posted by [xptek](#) on Fri, 22 Oct 2004 03:49:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Function is good, the look is fugly.

---

Subject: Renegade Alert HUD Update

Posted by [DarkDemin](#) on Fri, 22 Oct 2004 04:13:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ScampFunction is good, the look is fugly.

I totally agree. Let someone that is really good with photoshop redo the border.

---

Subject: Renegade Alert HUD Update

Posted by [bigejoe14](#) on Fri, 22 Oct 2004 04:17:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:Let someone that is really good with photoshop redo the border  
Then why don't you do it Mr. Filters?

---

Subject: Renegade Alert HUD Update

Posted by [xptek](#) on Fri, 22 Oct 2004 04:43:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

RAWR, Mr. I don't know what a hypocrite is.

---

Subject: Renegade Alert HUD Update

Posted by [DarkDemin](#) on Fri, 22 Oct 2004 04:50:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bigejoe14Quote:Let someone that is really good with photoshop redo the border  
Then why don't you do it Mr. Filters?

well la de da.

---

Subject: Renegade Alert HUD Update

Posted by [cheesesoda](#) on Fri, 22 Oct 2004 04:53:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

log of #Digital-Depiction on irc.digitaldepiction.net[00:52] [&Incognito] !insult DarkDemin

[00:52] [@Wolverine] DarkDemin, don't you have a terribly empty feeling ---- in your skull?

---

---

Subject: Renegade Alert HUD Update

Posted by [Hydra](#) on Fri, 22 Oct 2004 04:58:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

He never said this was the finalized version of the HUD, people. He even mentions some aspects that still have yet to be implemented, so it's obviously not done.

Wait until it's near-done, then start making criticism.

---

---

Subject: Renegade Alert HUD Update

Posted by [Blazea58](#) on Fri, 22 Oct 2004 09:09:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

That looks very nice, i like it down to the point where it shows what your attacking, or buying for instance, by pointing your vehicle at it or shooting.

Cash amount and time limit go in a perfect little space, which doesnt seem to take away much of the screen. I like how its got all the guages down toe the point of even a compass, and the full gps system etc.

The only thing i would like to see is perhaps 80% opacity rather than 100%,because sometimes its nice to still be able to see whats behind the screens at any given time, even ifs its not an important place that you would focus on.

Looks awsome though now, though its highly improved from the last screenshots i saw.

There is just one more thing though, is that the white map. Is it a problem to perhaps change it to many differnt colors rather than just greyscale?

Or even just a different color as i find that although white has the most contrast, it can be eye soring after a while of looking at it.

---

---

Subject: Renegade Alert HUD Update

Posted by [Naamloos](#) on Fri, 22 Oct 2004 10:45:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It looks cool, but i think it's beter you still see the health an enemy unit has on the main screen itself, you see it a lot faster then. And it's like in RA.

The rest is nice, just not the targeting system.

---

---

Subject: Renegade Alert HUD Update

---

Posted by [Ripintou](#) on Fri, 22 Oct 2004 13:47:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Nice work Aircraftkiller/Silent Kane Any chance that some of the HUD will be transparent? It does kinda block out alot of the lower screen.

---

Subject: Renegade Alert HUD Update

Posted by [visorneon](#) on Fri, 22 Oct 2004 18:46:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

yeah i like the idea of the picture of whatever you are aiming at, but it looks a bit bland

---

Subject: Renegade Alert HUD Update

Posted by [Javaxcx](#) on Fri, 22 Oct 2004 19:52:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Put some numerical values on the meters.

---

Subject: Renegade Alert HUD Update

Posted by [MilkyLep](#) on Fri, 22 Oct 2004 20:25:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Will it be able to move, like when you press a key it becomes hidden and vice versa for it showing?

---