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Subject: Help with creation of a hud  
Posted by [Dexodril](#) on Wed, 09 Feb 2005 05:02:18 GMT  
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Hi :lookround: im new to this site but not to the game renegade but i wanna make my own HUD  
can u guys help me i have photoshop and the xcc mixer do i need anything else or do u hav a  
tutorial for this proces

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Subject: Help with creation of a hud  
Posted by [Jecht](#) on Wed, 09 Feb 2005 05:46:52 GMT  
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hehe, sup Dex Im everywhere

anyway I believe the tutorial on <http://www.cncden.com> may be of some help.

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Subject: Help with creation of a hud  
Posted by [IRON FART](#) on Wed, 09 Feb 2005 06:04:53 GMT  
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<http://www.renhelp.co.uk> has an assload of tutorials. They may have one for a HUD.

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Subject: Help with creation of a hud  
Posted by [idebo](#) on Wed, 09 Feb 2005 07:24:19 GMT  
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At least you need XCC mixer, Photoshop and the DDS plugin.

BTW, that's a good idea. I may start soon on customizing the HUD. w00t.

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Subject: Help with creation of a hud  
Posted by [Jecht](#) on Wed, 09 Feb 2005 07:51:13 GMT  
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love the new siggy idebo

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Subject: Help with creation of a hud  
Posted by [Oblivion165](#) on Wed, 09 Feb 2005 08:01:30 GMT  
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Dont use Xcc Mixer, RenegadeEx is a million times better.

<http://www.img.oblivionabre.com/RenegadeEx.zip>

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Subject: Help with creation of a hud

Posted by [Slash0x](#) on Wed, 09 Feb 2005 08:34:13 GMT

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oblivion165Dont use Xcc Mixer, RenegadeEx is a million times better.

<http://www.img.oblivionabre.com/RenegadeEx.zip>

I used XCC Mixer since the beginning. I only use RenegadeEx for multiple extractions. But that's just my preference.

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Subject: Help with creation of a hud

Posted by [Blazer](#) on Wed, 09 Feb 2005 08:53:00 GMT

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It's better for more than just preference reasons. From what I was told, XCC Mixer does not properly re-write the mix file if you edit it (it still "works" but the method it uses is flawed).

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Subject: Help with creation of a hud

Posted by [Dexodrill](#) on Thu, 10 Feb 2005 04:28:11 GMT

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thx for all tha help but i got my hud i just need to make it in to a dds file and i cant figer out how any ideas does that renegade ex do that or does xcc?

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Subject: Help with creation of a hud

Posted by [liberator](#) on Thu, 10 Feb 2005 05:00:04 GMT

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Just a question, but why would you need to recompile the MIX file when Ren reads from the Data folder just as quick?

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Subject: Help with creation of a hud

Posted by [Oblivion165](#) on Thu, 10 Feb 2005 07:33:17 GMT

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Dexodrillthx for all tha help but i got my hud i just need to make it in to a dds file and i cant figer

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out how any ideas does that renegade ex do that or does xcc?

First, you wouldnt need to put the hud in a .dds file, unless its a server side mod. Just place the new image directly into the data folder, the game wil use it instead of the default.

Second, i have spent more time in .dat and mix's than most here, i spent hours working with them for my TC tutorial, and overall RenegadeEX is better, doesnt crash all the time, has a better interface, just better.

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Subject: Help with creation of a hud  
Posted by [Aircraftkiller](#) on Thu, 10 Feb 2005 08:50:18 GMT  
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RenegadeEx is a pile of crap. Having used XCC for years I am definitely behind Olaf's work. I do not like the idea of having to open each file manually just to figure out what's inside. XCC lets me browse DDS textures with their full resolution, Targa files, JPG files, BMP, etc.. Converts forward and back without problems and allows for quick insertion and extraction of files.

RenegadeEx is extremely limited and is only good for a few things. Kind of like Linux.

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Subject: Help with creation of a hud  
Posted by [glyde51](#) on Thu, 10 Feb 2005 13:52:49 GMT  
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AircraftkillerRenegadeEx is a pile of crap. Having used XCC for years I am definitely behind Olaf's work. I do not like the idea of having to open each file manually just to figure out what's inside. XCC lets me browse DDS textures with their full resolution, Targa files, JPG files, BMP, etc.. Converts forward and back without problems and allows for quick insertion and extraction of files.

RenegadeEx is extremely limited and is only good for a few things. Kind of like Linux.

Or your mom.

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Subject: Help with creation of a hud  
Posted by [Sir Kane](#) on Thu, 10 Feb 2005 15:58:21 GMT  
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Slash0xoblivion165Dont use Xcc Mixer, RenegadeEx is a million times better.

<http://www.img.oblivionabre.com/RenegadeEx.zip>

I used XCC Mixer since the beginning. I only use RenegadeEx for multiple extractions. But that's just my preference.

Uhhm, XCC mixer supports batch extraction.

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Subject: Help with creation of a hud  
Posted by [Vitaminous](#) on Thu, 10 Feb 2005 21:08:18 GMT  
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AircraftkillerRenegadeEx is extremely limited and is only good for a few things. Kind of like Linux.

Only because 98% of desktop computers in the world use the Windows platform, which believe it or not, does suck.

BUT you're right about RenegadeEx.

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Subject: Help with creation of a hud  
Posted by [Slash0x](#) on Fri, 11 Feb 2005 07:00:46 GMT  
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Silent KaneUhhm, XCC mixer supports batch extraction.  
I tried it before, but it just extracts the single file that my cursor was over before I clicked to extract, eventhough the other files are also highlighted.

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Subject: Help with creation of a hud  
Posted by [liberator](#) on Fri, 11 Feb 2005 07:12:54 GMT  
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liberatorJust a question, but why would you need to recompile the MIX file when Ren reads from the Data folder just as quick?

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Subject: Help with creation of a hud  
Posted by [Dexodrill](#) on Fri, 11 Feb 2005 07:26:14 GMT  
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lol ok guys ur tunring this into a war on with ones better xcc or renegadeEx but plz let me finish my questions frist then pester over witch one better

ok i have my hud i can make it a dds BUT when i use it it will show up with the extra color that is round the radar and stuff here ill show u a example

this is the hud i made

this is the problem

see the bluey gray round the area that has nothing in it that shows up on the hud ingame witch i

cant find out how to fix

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Subject: Help with creation of a hud

Posted by [idebo](#) on Fri, 11 Feb 2005 09:05:27 GMT

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=[DT=gbull=[L=]love the new siggy idebo

Thanks, I in love with that game now. lol..

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About the HUD, can you show wich part you mean? I'm confused, with the right info I can help since I;m making one now too.

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Subject: Help with creation of a hud

Posted by [Dexodrill](#) on Fri, 11 Feb 2005 09:31:58 GMT

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ok ya here i mean the parts that have the red scribbles the stuff under that show ingame and i want that to be transparent in game like the normal ones do

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Subject: Help with creation of a hud

Posted by [idebo](#) on Fri, 11 Feb 2005 09:55:17 GMT

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Did you save it correctly? As in .dss DTX-5?

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Subject: Help with creation of a hud

Posted by [Dexodrill](#) on Fri, 11 Feb 2005 10:12:16 GMT

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ya i did and or do u mean i need to save it as a dss cas im using dds

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Subject: Help with creation of a hud

Posted by [idebo](#) on Fri, 11 Feb 2005 13:10:19 GMT

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My fault, you have to save it as hud\_main.dds DXT5

My HUD will be ready soon.

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Subject: Help with creation of a hud

Posted by [Dexodrill](#) on Fri, 11 Feb 2005 22:03:55 GMT

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umm ya i did that and heres results in game

Thanks to ImageShack for Free Image Hosting

see the stuff round the radar ,that box, and the rest that look crappy

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Subject: Help with creation of a hud

Posted by [Dexodrill](#) on Fri, 11 Feb 2005 23:38:09 GMT

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sry to double post but I DID IT my hud works now lol i dont now y but it does thx for ur help lol man im soooooo happy it took for ever cas i started to draw mini images of wut i wanted like a long time ago

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