Subject: Demo of hud.ini radar map features
Posted by jonwil on Mon, 20 Nov 2006 04:03:24 GMT
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I have fixed several bugs in the hud.ini custom radar code as of 3.0 and now you can have a map texture that rotates so that "up" is always where you are looking. Here is an example to show it off (you will need 3.0 to actually play with the example)

Firstly, here are 2 screenshots that show the hud.ini radar map feature working:
http://users.tpg.com.au/jfwfreo/ScreenShot26.png C&C_Walls
http://users.tpg.com.au/jfwfreo/ScreenShot25.png C&C_Islands

Here is an example map texture for C&C_Walls to show how they should look and work:
http://users.tpg.com.au/jfwfreo/walls.tga
I used the following hud.ini keywords along with this texture to generate the screenshot above:
[General]
EnableRadar=true
BackgroundTexture=hud_main.tga
DrawCompassLine=false
BlipTexture=hud_main.tga
ScrollingRadarMap=true
HideInfoBox=true
ShieldEnabled=true
ShieldVisible=false
HealthEnabled=true
HealthVisible=false
ScrollingMapTexture=walls.tga
ScrollingMapOffsetX=0
ScrollingMapOffsetY=0
ScrollingMapScale=2
RadarRotate=true
ColorCount=8
BackgroundTop=0
BackgroundLeft=0
RadarBlip1Left=247
RadarBlip1Top=77
RadarBlip2Left=247
RadarBlip2Top=93
RadarBlip3Left=247
RadarBlip3Top=85
RadarBlip4Left=241
RadarBlip4Top=103
RadarBlip5Left=241
RadarBlip5Top=114
RadarBlipColor0=1
RadarBlipColor1=2
RadarBlipColor2=3
RadarBlipColor3=4

RadarBlipColor4=5
RadarBlipColor5=6
RadarBlipColor6=7
RadarBlipColor7=8

RadarSize=102
RadarX=11
RadarY=-151
RadarWorldSize=25.5
DrawStar=false

[Color1]
Red=200
Green=0
Blue=0

[Color2]
Red=225
Green=175
Blue=65

[Color3]
Red=225
Green=225
Blue=240

[Color4]
Red=0
Green=100
Blue=0

[Color5]
Red=0
Green=0
Blue=255

[Color6]
Red=50
Green=225
Blue=50

[Color7]
Red=50
Green=150
Blue=250

[Color8]
Red=150

Green=50
Blue=150

If anyone with better skills than I wants to come up with some generic instructions on how to make the overhead view map textures (I only got this one working through trial and error), that would be nice.

Subject: Re: Demo of hud.ini radar map features
Posted by Canadacdn on Mon, 20 Nov 2006 04:35:22 GMT
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Holy shit.

That's awesome.

Subject: Re: Demo of hud.ini radar map features
Posted by Viking on Mon, 20 Nov 2006 04:36:57 GMT
View Forum Message <> Reply to Message

Canadacdn wrote on Sun, 19 November 2006 22:35Holy shit.

That's awesome.

Subject: Re: Demo of hud.ini radar map features
Posted by YSLMuffins on Mon, 20 Nov 2006 04:38:59 GMT
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That is very nice, but no quote spam.

Subject: Re: Demo of hud.ini radar map features
Posted by Tunaman on Mon, 20 Nov 2006 05:45:02 GMT
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That pretty much rocks.

Subject: Re: Demo of hud.ini radar map features
Posted by nopol10 on Mon, 20 Nov 2006 08:50:21 GMT
View Forum Message <> Reply to Message

Awesome

Subject: Re: Demo of hud.ini radar map features
Posted by danpaul88 on Mon, 20 Nov 2006 09:49:15 GMT
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Now all we need is for fanmaps to start including a radar map texture to be used with this

---

Subject: Re: Demo of hud.ini radar map features
Posted by Goztow on Mon, 20 Nov 2006 10:04:26 GMT
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Looks nice but any idea when/where it'll be used?

Subject: Re: Demo of hud.ini radar map features
Posted by jonwil on Mon, 20 Nov 2006 10:28:26 GMT
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I expect Reborn and APB will be using this feature (everything I have heard from both teams suggests they will but I dont claim to speak for the teams)

Subject: Re: Demo of hud.ini radar map features
Posted by danpaul88 on Mon, 20 Nov 2006 11:49:27 GMT
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can it be used on the standard renegade maps without any changes to them, or does it require scripts to be added to the map?

Subject: Re: Demo of hud.ini radar map features
Posted by jonwil on Mon, 20 Nov 2006 12:12:02 GMT
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It requires changes to the map.

Subject: Re: Demo of hud.ini radar map features
Posted by Ryu on Mon, 20 Nov 2006 12:28:37 GMT

Man thats pretty impressive, I likey!

Subject: Re: Demo of hud.ini radar map features
Posted by **EvilWhiteDragon** on Mon, 20 Nov 2006 14:40:35 GMT

I've seen about the same screenshots from SK, although some other things where better looking. I wonder if his thingy also requires to make changes to the map.

Anyway, nice work.

Subject: Re: Demo of hud.ini radar map features
Posted by **jonwil** on Mon, 20 Nov 2006 14:56:30 GMT

Basicly, the change required for the map is to attach the script JFW_Change_Radar_Map to an object in the game world or otherwise call the Change_Radar_Map engine call. This is required to tell the code 3 things:
1.How many pixels on your texture 1 unit in the game world is equal to. (which depending on your texture may be a floating point number)
2.What the filename of your texture is
and 3.How many pixels away from the center of the texture in the X and Y directions (positive or negative) 0,0 in the game world is

Also, given how many people have commented on the need to attach this script/call this engine call/do this map thing, I am considering (either for 3.0 if I can get it in in time or for 3.1) adding a feature where there is a file named e.g. c&c_walls.ini or something like that (obviously named after the map) and then new code that says "read the radar information from that ini file if its present", that way you wouldnt need to have the script in the map or call the engine call.

Subject: Re: Demo of hud.ini radar map features
Posted by **Zion** on Mon, 20 Nov 2006 15:13:42 GMT

Apocalypse Rising will definatally be using this, good work

Subject: Re: Demo of hud.ini radar map features
Posted by **Jerad2142** on Mon, 20 Nov 2006 15:52:10 GMT

I meant to post this last night but IE froze on me and I forgot. But the radar map looks very good, hopefully in the future you will make scripts that will allow it to change from level to level in the same mod package.

Subject: Re: Demo of hud.ini radar map features
Posted by Jerad2142 on Mon, 20 Nov 2006 15:54:20 GMT
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And this is what I would have said today. I had tried to get the script "JFW_Change_Radar_Map" before on my maps but it did nothing, but I did not try combining it with the customized "HUD.INI".

Is there a way to turn the radar map feature off on maps that don't have a map (so that its just the normal radar that shows up)?

Subject: Re: Demo of hud.ini radar map features
Posted by reborn on Mon, 20 Nov 2006 16:14:07 GMT
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jonwil wrote on Mon, 20 November 2006 09:56Basicly, the change required for the map is to attach the script JFW_Change_Radar_Map to an object in the game world or otherwise call the Change_Radar_Map engine call. This is required to tell the code 3 things:
1.How many pixels on your texture 1 unit in the game world is equal to. (which depending on your texture may be a floating point number)
2.What the filename of your texture is
and 3.How many pixels away from the center of the texture in the X and Y directions (positive or negative) 0,0 in the game world is

Also, given how many people have commented on the need to attach this script/call this engine call/do this map thing, I am considering (either for 3.0 if I can get it in in time or for 3.1) adding a feature where there is a file named e.g. c&c_walls.ini or something like that (obviously named after the map) and then new code that says "read the radar information from that ini file if its present", that way you wouldnt need to have the script in the map or call the engine call.

Couldn't you just spawn an invisible object at 0,0,0 and attatch the script to that object via the servers scripts.dll? That would mean people don't have to edit the maps that already exists if it's possible to do it that way.

Really nice work BTW, thats really really impressive

Subject: Re: Demo of hud.ini radar map features

Posted by Sir Kane on Mon, 20 Nov 2006 18:50:32 GMT
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Now THIS is the real HUD. His is just another cheap copy of an idea.
Note: this is an early build so it doesn't check the radarmode.

Subject: Re: Demo of hud.ini radar map features
Posted by Crimson on Mon, 20 Nov 2006 18:54:13 GMT
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Stop using radar hax in my server kthx.

(Seriously though, this is a hot HUD except the 3 in the font looks like ass)

Subject: Re: Demo of hud.ini radar map features
Posted by fl00d3d on Mon, 20 Nov 2006 19:38:40 GMT
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Any way to toggle modes? That'd be extra sexy.

Subject: Re: Demo of hud.ini radar map features
Posted by Renx on Mon, 20 Nov 2006 19:49:19 GMT
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Toggle radar modes? ...

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Mon, 20 Nov 2006 20:18:30 GMT
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Crimson wrote on Mon, 20 November 2006 12:54(Seriously though, this is a hot HUD except the 3 in the font looks like ass)
Buy your own font then, bitch.

Subject: Re: Demo of hud.ini radar map features
Posted by reborn on Mon, 20 Nov 2006 20:49:46 GMT
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Assuming that GDI is represented by yellow, and Nod by red... Why are both displayed in your screenshot? Does the n00bstories server display enemies on the radar too? Pretty weird that you

can see both teams on your radar, that is assuming what the little yellow dots are GDI units.

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Mon, 20 Nov 2006 21:00:12 GMT
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Reborn wrote on Mon, 20 November 2006 21:49Assuming that GDI is represented by yellow, and Nod by red... Why are both displayed in your screenshot? Does the n00bstories server display enemies on the radar too? Pretty weird that you can see both teams on your radar, that is assuming what the little yellow dots are GDI units.
I will repeat it for the blind ones:
"Note: this is an early build so it doesn't check the radarmode."

Subject: Re: Demo of hud.ini radar map features
Posted by Viking on Mon, 20 Nov 2006 21:38:47 GMT
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OWNED!

Subject: Re: Demo of hud.ini radar map features
Posted by Zion on Mon, 20 Nov 2006 23:45:51 GMT
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I support having both teams visible on radar since if it's not, what's the use of it?

Most games i play show the position of the enemy within a "shroud" (fog of war), any enemys outside this (coverd by 'fog of war') will be hidden, but the enemy is still visible within a range of the unit.

This is my opinion though.

Subject: Re: Demo of hud.ini radar map features
Posted by jonwil on Tue, 21 Nov 2006 00:55:32 GMT
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Its hypocritical to call me a thief when you copied the textures in that screenshot from F.E.A.R. (without permission I assume)

Subject: Re: Demo of hud.ini radar map features

Posted by Sir Kane on Tue, 21 Nov 2006 01:31:12 GMT
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The textures are freely available through the SDK and it's not like I'm using this for commercial use.

Also, did you ask for permission to claim to be the creator of BHS.dll when I made it in the first place?

Subject: Re: Demo of hud.ini radar map features
Posted by Canadacdn on Tue, 21 Nov 2006 02:34:46 GMT
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Any plans on ever releasing that HUD, Silent Kane?

Subject: Re: Demo of hud.ini radar map features
Posted by Ryu on Tue, 21 Nov 2006 05:46:08 GMT
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Yea f*** the radar (Alltho it's sweet) Your health/Armour/Money/Ammo Hud looks sweet!

Subject: Re: Demo of hud.ini radar map features
Posted by Goztow on Tue, 21 Nov 2006 07:43:49 GMT
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Merovingian wrote on Tue, 21 November 2006 00:45I support having both teams visible on radar since if it's not, what's the use of it?
Having team mateso n your radar is VERY useful IMO.

I don't care much who invented the new radar features, what intrests me is who will release it!

Subject: Re: Demo of hud.ini radar map features
Posted by Jonty on Tue, 21 Nov 2006 07:47:48 GMT
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Personally, I prefer jonwil's efforts. The one Silent Kane posted doesn't fit in with the rest of Renegade at all, and I think it just looks out of place.
If I wanted those textures, I'd have just played F.E.A.R.

Subject: Re: Demo of hud.ini radar map features

Posted by [Ma1kel](#) on Tue, 21 Nov 2006 14:51:58 GMT
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Jonty, stop making retarded comments.

Subject: Re: Demo of hud.ini radar map features
Posted by [Jonty](#) on Tue, 21 Nov 2006 15:16:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ma1kel wrote on Tue, 21 November 2006 14:51Jonty, stop making retarded comments.
Tell me why it's retarded and I might retract it.

EDIT: I'm not saying it isn't a great advance in the engine, I just think that the textures aren't suited to Renegade.

Subject: Re: Demo of hud.ini radar map features
Posted by [Ma1kel](#) on Tue, 21 Nov 2006 16:45:22 GMT
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It's retarded because he modified the HUD, meaning he could modify it again to make it look different.

Subject: Re: Demo of hud.ini radar map features
Posted by [Spice](#) on Tue, 21 Nov 2006 16:51:21 GMT
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Those are place holder textures demonstrating what his HUD code can do.

Subject: Re: Demo of hud.ini radar map features
Posted by [Renx](#) on Tue, 21 Nov 2006 17:33:39 GMT
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Canadacdn wrote on Mon, 20 November 2006 22:34Any plans on ever releasing that HUD, Silent Kane?

http://www.n00bstories.com/image.fetch.php?id=1098186127
http://www.n00bstories.com/image.fetch.php?id=1132346147

Does that answer your question? It's not finished yet.

Subject: Re: Demo of hud.ini radar map features
Posted by Ryu on Tue, 21 Nov 2006 20:44:59 GMT
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Renx wrote on Tue, 21 November 2006 11:33Canadacdn wrote on Mon, 20 November 2006
22:34Any plans on ever releasing that HUD, Silent Kane?

http://www.n00bstories.com/image.fetch.php?id=1098186127
http://www.n00bstories.com/image.fetch.php?id=1132346147

Does that answer your question? It's not finished yet.

That's freaking Awsome! Seriously, Even if it doesn't suit Renegade, It's still awsome! Man this is
better than my scrips for IRC.

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Tue, 21 Nov 2006 22:16:14 GMT
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Thanks.

Subject: Re: Demo of hud.ini radar map features
Posted by IronWarrior on Tue, 21 Nov 2006 23:18:44 GMT
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Yeah that hud is nice, I would love to have that.

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Wed, 25 Apr 2007 20:34:57 GMT
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hmm i think few ppls enough wait to BUMP it...

Subject: Re: Demo of hud.ini radar map features
Posted by JasonKnight on Fri, 27 Apr 2007 16:59:06 GMT
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im still kinda waiting for this too

Bump

Subject: Re: Demo of hud.ini radar map features
Posted by Jonty on Fri, 27 Apr 2007 19:52:09 GMT
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I'm happy with my hud the way it is, but I wouldn't mind the radar map thing.

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Fri, 27 Apr 2007 22:26:55 GMT
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Jonty wrote on Fri, 27 April 2007 14:52I'm happy with my hud the way it is, but I wouldn't mind the radar map thing.
can show it?

Subject: Re: Demo of hud.ini radar map features
Posted by Genesis2001 on Mon, 30 Apr 2007 15:06:36 GMT
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JasonKnight wrote on Fri, 27 April 2007 10:59im still kinda waiting for this too

Agreed.

-MathK1LL

Subject: Re: Demo of hud.ini radar map features
Posted by Gen_Blacky on Mon, 30 Apr 2007 23:17:00 GMT
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Silent Kane why are you whining about bhs.dll when renguard gives you the credit

"Silent Kane - Silent Kane lends his expertise towards several BHS projects, including RenGuard client application development."

Nice Hud

Subject: Re: Demo of hud.ini radar map features
Posted by TSS888 on Tue, 01 May 2007 05:14:57 GMT
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Very nice hud!! Can anyone release it without the radar map 1st?

I think a lot of people will want it.

Subject: Re: Demo of hud.ini radar map features
Posted by Nod Guy on Tue, 01 May 2007 06:53:59 GMT
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i really want this awesome hud
reminds me of the real Radar for san andreas, love it
please release

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Thu, 18 Oct 2007 14:57:43 GMT
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bump... and pls i need coded pics of maps like jonwil show up. walls.tga canyon.tga/........and hud
(alallal)

Subject: Re: Demo of hud.ini radar map features
Posted by Ryu on Thu, 18 Oct 2007 15:39:03 GMT
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Wow.. Is that 3 topics you've bumped now, Scrin? :/

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Thu, 18 Oct 2007 15:44:23 GMT
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Ryu wrote on Thu, 18 October 2007 10:39Wow.. Is that 3 topics you've bumped now, Scrin? :/
you dont want that hud?

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Thu, 18 Oct 2007 20:18:14 GMT
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i can redone that hud... but i need FULL hud scripts (its not in ren cd.. etk...lol) jonwil i think got all
scripts, so please.....

Subject: Re: Demo of hud.ini radar map features
Posted by Veyrdite on Fri, 19 Oct 2007 06:55:20 GMT
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Please release it!
Does it run by a texture of the map or by the w3d?
The original links get a 404

Subject: Re: Demo of hud.ini radar map features
Posted by Ryu on Fri, 19 Oct 2007 14:18:30 GMT
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Scrin wrote on Thu, 18 October 2007 10:44Ryu wrote on Thu, 18 October 2007 10:39Wow.. Is
that 3 topics you've bumped now, Scrin? :/
you dont want that hud?

I accepted the fact that everyone who coded a hud like that doesn't want to release it.

Subject: Re: Demo of hud.ini radar map features
Posted by HORQWER on Fri, 19 Oct 2007 14:32:11 GMT
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Sir Kane wrote on Mon, 20 November 2006 12:50
Now THIS is the real HUD. His is just another cheap copy of an idea.
Note: this is an early build so it doesn't check the radarmode.
where did u get that hud?

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Fri, 19 Oct 2007 18:19:35 GMT
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Ryu wrote on Fri, 19 October 2007 09:18Scrin wrote on Thu, 18 October 2007 10:44Ryu wrote on
Thu, 18 October 2007 10:39Wow.. Is that 3 topics you've bumped now, Scrin? :/
you dont want that hud?

I accepted the fact that everyone who coded a hud like that doesn't want to release it.
ye that why im starting work with this hud.... (all be okey, lol)
i just need code (cant open .dll)

Subject: Re: Demo of hud.ini radar map features
Posted by IronWarrior on Fri, 19 Oct 2007 18:27:47 GMT
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HORQWER wrote on Fri, 19 October 2007 09:32Sir Kane wrote on Mon, 20 November 2006 12:50
Now THIS is the real HUD. His is just another cheap copy of an idea.
Note: this is an early build so it doesn't check the radarmode.
where did u get that hud?

This is Kanes hud, he made it himself and won't share.

Subject: Re: Demo of hud.ini radar map features
Posted by HORQWER on Fri, 19 Oct 2007 18:31:45 GMT
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can som one teach me how to make those
if i could make some i will share

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Fri, 19 Oct 2007 19:41:56 GMT
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IronWarrior wrote on Fri, 19 October 2007 13:27HORQWER wrote on Fri, 19 October 2007 09:32Sir Kane wrote on Mon, 20 November 2006 12:50
Now THIS is the real HUD. His is just another cheap copy of an idea.
Note: this is an early build so it doesn't check the radarmode.
where did u get that hud?

This is Kanes hud, he made it himself and won't share.
damn them!

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Sun, 21 Oct 2007 11:33:36 GMT
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lol

Subject: Re: Demo of hud.ini radar map features
Posted by Jerad2142 on Mon, 22 Oct 2007 16:21:31 GMT
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IronWarrior wrote on Fri, 19 October 2007 12:27HORQWER wrote on Fri, 19 October 2007 09:32Sir Kane wrote on Mon, 20 November 2006 12:50
Now THIS is the real HUD. His is just another cheap copy of an idea.
Note: this is an early build so it doesn't check the radarmode.

where did u get that hud?

This is Kanes hud, he made it himself and won't share.
Which is fine, once someone steals your work then you will also have the choice not to share your stuff.

Subject: Re: Demo of hud.ini radar map features
Posted by Oblivion165 on Mon, 22 Oct 2007 16:33:48 GMT
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I wouldn't be too upset about Kanes hud, it's probably crap and thats why he wont release it. Most things look ok or even great in a single screen shot but in actual practice it probably just doesn't make the cut.

His work reflects on him etc etc

Subject: Re: Demo of hud.ini radar map features
Posted by Jerad2142 on Mon, 22 Oct 2007 16:35:38 GMT
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Oblivion165 wrote on Mon, 22 October 2007 10:33I wouldn't be too upset about Kanes hud, It's probably crap and thats why he wont release it. Most things look ok or even great in a single screen shot but in actual practice it probably just doesn't make the cut.

His work reflects on him etc etc
True, if a picture is worth 1000 words, then a movie is worth... something greater.

Make a movie of the hud please sk, that way this topic will keep popping up for the next 2 years.

Subject: Re: Demo of hud.ini radar map features
Posted by Tunaman on Mon, 22 Oct 2007 21:41:43 GMT
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Oblivion165 wrote on Mon, 22 October 2007 12:33I wouldn't be too upset about Kanes hud, it's probably crap and thats why he wont release it. Most things look ok or even great in a single screen shot but in actual practice it probably just doesn't make the cut.

His work reflects on him etc etc
I don't get what you're trying to say.. Are you trying to say that because Sir Kane doesn't release his stuff, its crap? lol
People have made videos while using it, and I don't see any problems or anything wrong with it..
For some people it is hard to see the health and armor bars change but that's about it.

Here's a video I found on youtube: http://youtube.com/watch?v=5Y7h8k1rXn8

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Tue, 23 Oct 2007 07:41:42 GMT
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Tunaman wrote on Mon, 22 October 2007 16:41Oblivion165 wrote on Mon, 22 October 2007
12:33I wouldn't be too upset about Kanes hud, it's probably crap and thats why he wont release it.
Most things look ok or even great in a single screen shot but in actual practice it probably just
doesn't make the cut.

His work reflects on him etc etc
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his stuff, its crap? lol
People have made videos while using it, and I don't see any problems or anything wrong with it..
For some people it is hard to see the health and armor bars change but that's about it.

Here's a video I found on youtube: http://youtube.com/watch?v=5Y7h8k1rXn8
   ....you have this hud....
and..... did this guy kanezor from vid steal his hud. and sir kane now make Homer????

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Tue, 23 Oct 2007 09:34:38 GMT
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He didn't steal it. I gave it to him and various other people.

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Tue, 23 Oct 2007 10:43:42 GMT
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Sir Kane wrote on Tue, 23 October 2007 04:34He didn't steal it. I gave it to him and various other
people.
zomg O_o

why you not want give some parts to...ermm me? i didn do nothink wrong ftw
sir sir sir

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Tue, 23 Oct 2007 12:51:57 GMT
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Because I don't want to. Can't be too hard to make it on your own, can it?

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Tue, 23 Oct 2007 14:44:15 GMT
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Sir Kane wrote on Tue, 23 October 2007 07:51Because I don't want to. Can't be too hard to make it on your own, can it?
yes you right... but im not so leet bhs,code creator like you or jon.....
buy meybe can give 1 overhead map with "your" high quality...

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Tue, 23 Oct 2007 17:16:43 GMT
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Happy?!

Subject: Re: Demo of hud.ini radar map features
Posted by IronWarrior on Tue, 23 Oct 2007 17:38:37 GMT
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So, what is with the horse again? lol

Subject: Re: Demo of hud.ini radar map features
Posted by The Elite Officer on Tue, 23 Oct 2007 17:58:04 GMT
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Dthdealer wrote on Fri, 19 October 2007 02:55Please release it!
Does it run by a texture of the map or by the w3d?
The original links get a 404

Subject: Re: Demo of hud.ini radar map features
Posted by Starbuzz on Tue, 23 Oct 2007 18:01:46 GMT
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Sir Kane, why you have to be so mean.

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Tue, 23 Oct 2007 18:13:04 GMT
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I'm not mean.

Subject: Re: Demo of hud.ini radar map features
Posted by Kanezor on Tue, 23 Oct 2007 18:22:27 GMT
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Who are all these newbies posting on the forums?

And why is one asking about pony pooned?

Subject: Re: Demo of hud.ini radar map features
Posted by Starbuzz on Tue, 23 Oct 2007 19:04:12 GMT
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NVM. Post deleted.

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Tue, 23 Oct 2007 21:06:42 GMT
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Sir Kane wrote on Tue, 23 October 2007 12:16Happy?!

my ficking gOod...
well thanks you ofcorse! its rocks!
even with ''RoFlMfao''

damn whare did you get so nice qual....

Subject: Re: Demo of hud.ini radar map features
Posted by BlueThen on Tue, 23 Oct 2007 21:37:09 GMT
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BlueThen delivers.

It may look crappy in some places... I edited the words out for yall... Sorz to Sir Kane, I'm guessing you were trying to make it "unstealable"... cause he probably purposely made it so I couldn't open it with photoshop.

File Attachments

1) image_fetch.jpg, downloaded 1106 times

Subject: Re: Demo of hud.ini radar map features
Posted by Ethenal on Tue, 23 Oct 2007 21:40:56 GMT
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Couldn't you just zoom out in LevelEdit and take a screenshot...?

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Tue, 23 Oct 2007 21:43:58 GMT
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Ethenal wrote on Tue, 23 October 2007 16:40Couldn't you just zoom out in LevelEdit and take a screenshot...?
ahh lol....
well i remove them about year ago....

Subject: Re: Demo of hud.ini radar map features
Posted by Tunaman on Tue, 23 Oct 2007 21:47:25 GMT
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Read bhs.txt included with the scripts and you can learn how to make such an HUD Jonwil's way. You'll probably need to fix a few things in shaderhud.cpp, and you're definately going to want to edit it if you want such things as flashing health/armor bars and a lot of other stuff.. I haven't worked on finishing my HUD in a while so I forgot what all I had to add.

Subject: Re: Demo of hud.ini radar map features
Posted by Oblivion165 on Tue, 23 Oct 2007 21:51:13 GMT
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1) Open leveledit file
2) Menu ~ Camera ~ Top
3) Menu ~ View ~ (Uncheck) Show editor only objects
4) Alt + "+" several times
5) Zoom back
6) If buildings are foggy: Menu ~ Vis ~ Reset Dynamic Culling System

File Attachments
1) hourglass.jpg, downloaded 1232 times

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Tue, 23 Oct 2007 21:53:22 GMT

Tunaman wrote on Tue, 23 October 2007 17:47Read bhs.txt included with the scripts and you can learn how to make such an HUD Jonwil's way. You'll probably need to fix a few things in shaderhud.cpp, and you're definately going to want to edit it if you want such things as flashing health/armor bars and a lot of other stuff.. I haven't worked on finishing my HUD in a while so I forgot what all I had to add.
im dont know why but my ren havent bhs.txt (ty Di3) and scripts.txt.. all cps+renguard installed...
and i dont know how open or view .ddl libraries (and if shaderhud.cpp inside......)

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Tue, 23 Oct 2007 21:55:20 GMT

Oblivion165 wrote on Tue, 23 October 2007 16:511) Open leveledit file
2) Menu ~ Camera ~ Top
3) Menu ~ View ~ (Uncheck) Show editor only objects
4) Alt + "+" several times
5) Zoom back
6) If buildings are foggy: Menu ~ Vis ~ Reset Dynamic Culling System

ok love you........ so its was LE, im not used them for ages and forget ffs!!
so thanks sir kane anyway for islands!

Subject: Re: Demo of hud.ini radar map features
Posted by Tunaman on Tue, 23 Oct 2007 21:57:28 GMT

Scrin wrote on Tue, 23 October 2007 17:53Tunaman wrote on Tue, 23 October 2007 17:47Read bhs.txt included with the scripts and you can learn how to make such an HUD Jonwil's way. You'll probably need to fix a few things in shaderhud.cpp, and you're definately going to want to edit it if you want such things as flashing health/armor bars and a lot of other stuff.. I haven't worked on finishing my HUD in a while so I forgot what all I had to add.
im dont know why but my ren havent bhs.txt (ty Di3) and scripts.txt.. all cps+renguard installed...
and i dont know how open or view .ddl libraries (and if shaderhud.cpp inside......)
google rentools and then download the scripts from sourceforge, everything you need is in there. I suggest using Visual C++ Express coz free and easy to install.

Subject: Re: Demo of hud.ini radar map features
Posted by Starbuzz on Tue, 23 Oct 2007 21:59:04 GMT

lol

Ah, so it's LevelEdit...I was thinking we have to do something similar in GMAX.

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Tue, 23 Oct 2007 22:27:54 GMT
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Do it that way with island and compare the result with my overview. You will see a major difference.

Subject: Re: Demo of hud.ini radar map features
Posted by Ghostshaw on Tue, 23 Oct 2007 22:44:48 GMT
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SK's thingy is really flat, yours is more like positioned on a sphere (so slightly angled to the edges).

-Ghost-

Subject: Re: Demo of hud.ini radar map features
Posted by Oblivion165 on Tue, 23 Oct 2007 22:45:32 GMT
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EDIT: Or you can just extract the w3d from always.dat and do similar in w3dview...

EDIT2: Well forgot to hide the editor objects but meh.

SK did use w3dview.

Having tried the two W3dViewer is the way to go because there is no work involved at all. Extract the entire contents of a mix to a folder and open the main w3d. Camera ~ Top

File Attachments
1) islands_2.jpg, downloaded 1138 times
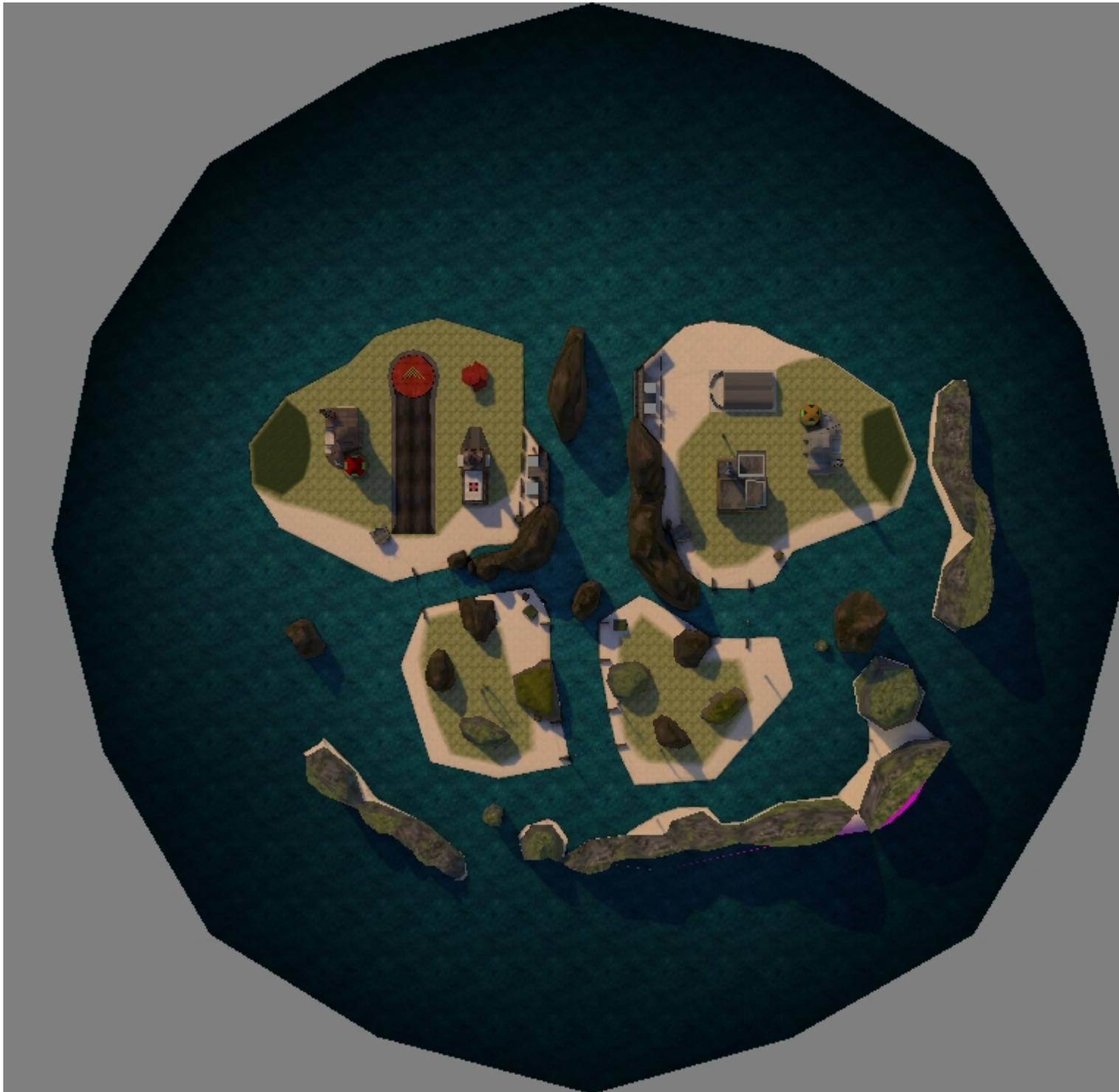
---

ooh, i like it! thank you Jonwil

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Tue, 23 Oct 2007 23:06:00 GMT
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And the Hand of Nod still looks the same.

Subject: Re: Demo of hud.ini radar map features
Posted by Ghostshaw on Tue, 23 Oct 2007 23:07:07 GMT
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Oblivion's pics are still spherical, notice that you can only see one side of the Hon wall.

-Ghost-

Subject: Re: Demo of hud.ini radar map features
Posted by Ethenal on Tue, 23 Oct 2007 23:12:48 GMT
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Yup, it's still not the same.

Subject: Re: Demo of hud.ini radar map features
Posted by Kanezor on Tue, 23 Oct 2007 23:12:55 GMT
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Ghostshaw wrote on Tue, 23 October 2007 18:07Oblivion's pics are still spherical, notice that you can only see one side of the Hon wall.

-Ghost-
And his resolution sucks, too.

Subject: Re: Demo of hud.ini radar map features
Posted by Oblivion165 on Tue, 23 Oct 2007 23:19:14 GMT
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Ok then do what a normal person would do and change the fov...

My give a damn level is here:

__
|

```
|
|
|
|
|
|
| <--
__
```

I just did this as an example so people could understand the basic idea.

File Attachments

1) etc etc.jpg, downloaded 1116 times

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Tue, 23 Oct 2007 23:22:41 GMT
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Sir Kane wrote on Tue, 23 October 2007 18:06And the Hand of Nod still looks the same.
can you tell me one thing.... i just broke my mind with it lol...

---

like,you join to server-server map is walls- you play there,blabla(your hud,ini got walls.tga)-them gdi or nod wins-you go to next map--what shows your radar now? its same walls (in other map like city) or you find the way how rotate hud.ini texture maps on server maps...like if you play in walls-radar show walls....you play city radar show city... without every time open hud and change texture to get same as servermap set right now......?
its main thing i need to know pls   ('_")

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Tue, 23 Oct 2007 23:35:49 GMT
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It automatically switches textures, if that's what you want to know.

And stop believing that I use and hud.ini shit.

Subject: Re: Demo of hud.ini radar map features
Posted by Tunaman on Tue, 23 Oct 2007 23:38:15 GMT
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lol wow.. I thought you were getting the hang of it but I guess not. >.> Read over the part in bhs.txt about the scrolling map stuff again lol

---

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Wed, 24 Oct 2007 00:25:24 GMT
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Tunaman wrote on Tue, 23 October 2007 18:38lol wow.. I thought you were getting the hang of it but I guess not. >.> Read over the part in bhs.txt about the scrolling map stuff again lol
im reading it 100 times..there nothink says about how scoll maps...
bhs log says:
"""
How the scrolling map feature works:
If you turn it on with ScrollingRadarMap=true, you then need to set the settings for each map with something like JFW_Change_Radar_Map.
Basicly, it draws the radar background the same as the normal radar code with the exception of the texture coordinates for the background texture."""

wtf i dont understand meybe.... what a JFW_Change_Radar_Map....
no code how do it.....
well same as in .cpp..
and lol there no hud veh code...(rofl meybe it was NOT ''vihicle''named..)
sry not good

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Wed, 24 Oct 2007 09:42:26 GMT
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im testing these overhead maps and.... sir kane's islands is perfect lol! they got same texture as ingame map......like you come to palm ingame--radar show it w00t i mean its 100/100 same pixels...but all other maps didn get this.....and x/y polygon didn help so much....how the hell you made them...
so lol again SK kick all of us...?

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Wed, 24 Oct 2007 10:43:59 GMT
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I honestly do not understand what you're trying to say.

Subject: Re: Demo of hud.ini radar map features
Posted by Di3HardNL on Wed, 24 Oct 2007 11:38:01 GMT
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My language is Dutch, but i still understand what scrin's trying to ask, so kane must be from africa

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Wed, 24 Oct 2007 11:53:58 GMT
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Sir Kane wrote on Wed, 24 October 2007 05:43I honestly do not understand what you're trying to say.
your islands what you posted its perfected with all polygons...in your map-like you go to ref inside and radar show same..... in other maps you go to ref but radar show what you stay far away from ref or agt or....missmatch radar textures and ingame (but not in yours).... pls ('_")

i wish you... post more this nice maps, lol or say how you do them, resize?

Subject: Re: Demo of hud.ini radar map features
Posted by Ghostshaw on Wed, 24 Oct 2007 12:30:18 GMT
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I already explained why. His image is a flattened version of the map, while the map in LE and W3D viewer sit on a sphere strechting distances.

If you can't figure out how to get that working properly you should jsut drop this idea.

-Ghost-

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Wed, 24 Oct 2007 13:16:48 GMT
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Ghostshaw wrote on Wed, 24 October 2007 07:30I already explained why. His image is a flattened version of the map, while the map in LE and W3D viewer sit on a sphere strechting distances.

If you can't figure out how to get that working properly you should jsut drop this idea.

-Ghost-
il see.. but i cant do it i think.....
my LE wont loaded--crashed

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Wed, 24 Oct 2007 17:10:53 GMT
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Laughing out loud.

Subject: Re: Demo of hud.ini radar map features
Posted by CarrierII on Wed, 24 Oct 2007 17:39:32 GMT
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Yes, it must be so much fun making stuff and then not sharing it so you can laugh at other people.

Subject: Re: Demo of hud.ini radar map features
Posted by Starbuzz on Wed, 24 Oct 2007 17:56:01 GMT
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CarrierII wrote on Wed, 24 October 2007 12:39Yes, it must be so much fun making stuff and then not sharing it so you can laugh at other people.

I know right? What a rtard...at least he can help a better person finish his work.

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Wed, 24 Oct 2007 18:23:49 GMT
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CarrierII wrote on Wed, 24 October 2007 12:39Yes, it must be so much fun making stuff and then not sharing it so you can laugh at other people.

Oh you won't believe how much fun it is.

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Wed, 24 Oct 2007 20:28:08 GMT
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Sir Kane wrote on Wed, 24 October 2007 13:23CarrierII wrote on Wed, 24 October 2007 12:39Yes, it must be so much fun making stuff and then not sharing it so you can laugh at other people.

Oh you won't believe how much fun it is.
last thing i need to know its youw font.... say its nice,, mean say nothink... you make them? tell me somethink about this font...

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Wed, 24 Oct 2007 20:46:56 GMT
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Pre-rendered FEAR font.

Subject: Re: Demo of hud.ini radar map features
Posted by Tunaman on Wed, 24 Oct 2007 21:26:15 GMT
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a version of NeuroPol, don't remember which one

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Thu, 25 Oct 2007 08:52:48 GMT
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Sir Kane wrote on Wed, 24 October 2007 15:46Pre-rendered FEAR font.
 and ofcorse you will not post them (even in pm....)
and tune you get veh code?

Subject: Re: Demo of hud.ini radar map features
Posted by jonwil on Thu, 25 Oct 2007 11:31:27 GMT
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To those having problems with the HUD not displaying vehicle health, try upgrading to scripts.dll 3.4.4 (the latest). That SHOULD solve the problem.

Subject: Re: Demo of hud.ini radar map features
Posted by reborn on Thu, 25 Oct 2007 11:41:25 GMT
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Scrin wrote on Thu, 25 October 2007 04:52Sir Kane wrote on Wed, 24 October 2007 15:46Pre-rendered FEAR font.
 and ofcorse you will not post them (even in pm....)
and tune you get veh code?

If you can't find it anywhere else, then you may find it in the FEAR SDK:
http://public.planetmirror.com/pub/filesnetwork/F.E.A.R./Official_Releases/SDKs/
fear_publictools_108.exe

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Thu, 25 Oct 2007 12:31:08 GMT
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jonwil wrote on Thu, 25 October 2007 06:31To those having problems with the HUD not displaying vehicle health, try upgrading to scripts.dll 3.4.4 (the latest). That SHOULD solve the problem.

im already do it, but there other problem lolm when i buy any vehicle and get in, ren crashed... meybe problem inside my hud.ini....

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Thu, 25 Oct 2007 12:32:44 GMT
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reborn wrote on Thu, 25 October 2007 06:41Scrin wrote on Thu, 25 October 2007 04:52Sir Kane wrote on Wed, 24 October 2007 15:46Pre-rendered FEAR font.
 and ofcorse you will not post them (even in pm....)
and tune you get veh code?

If you can't find it anywhere else, then you may find it in the FEAR SDK:
http://public.planetmirror.com/pub/filesnetwork/F.E.A.R./Official_Releases/SDKs/

fear_publictools_108.exe

thanks

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Thu, 25 Oct 2007 13:50:18 GMT
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ur posts mak me reley smurt!

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Thu, 25 Oct 2007 14:26:49 GMT
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Sir Kane wrote on Thu, 25 October 2007 08:50ur posts mak me reley smurt!

also i see now whare did you get this hud idea lol!. this armor/healts collor and these black rims
ansd even font... its from fEAR omg!

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Thu, 25 Oct 2007 15:34:05 GMT
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omgwtflol

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Thu, 25 Oct 2007 18:51:56 GMT
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Sir Kane wrote on Thu, 25 October 2007 10:34omgwtflol
mmmmm i watch first mission video of that game...... so i can make exactly same hud what you
made...(i meybe make my own but lol i very love fears font!)

also i got veh code (all) thanks to jon lol its inside NON .exe file of script 3.4.4..

i need only maps everhead now (divine SKane still best here)
and i need to know how rotate maps (need to know how Change_maps thing working)

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Thu, 25 Oct 2007 20:33:00 GMT

this game? whare located font what you use in your huds text?

Subject: Re: Demo of hud.ini radar map features
Posted by DutchNeon on Fri, 26 Oct 2007 02:19:00 GMT

Hes using the (if i am not mistaken) same Font(s) as the F.E.A.R ingame Hud:

See the hud And you possible can find the Font also in the F.E.A.R SDK.

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Fri, 26 Oct 2007 07:06:52 GMT

Dutch Neon wrote on Thu, 25 October 2007 21:19Hes using the (if i am not mistaken) same Font(s) as the F.E.A.R ingame Hud:

See the hud And you possible can find the Font also in the F.E.A.R SDK.
yes im already torrented this game lol
and is so sir........

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Fri, 26 Oct 2007 07:10:02 GMT

Warez is bad.

Subject: Re: Demo of hud.ini radar map features
Posted by Oblivion165 on Fri, 26 Oct 2007 07:13:28 GMT

And once again our moderators are absent and negligent.

Subject: Re: Demo of hud.ini radar map features
Posted by Goztow on Fri, 26 Oct 2007 07:16:22 GMT
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Oblivion165 wrote on Fri, 26 October 2007 09:13And once again our moderators are absent and negligent.
Report message to moderator

Yes, i know it's doign the dirty job for them . But it works!

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Fri, 26 Oct 2007 07:20:11 GMT
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Goztow wrote on Fri, 26 October 2007 02:16Oblivion165 wrote on Fri, 26 October 2007 09:13And once again our moderators are absent and negligent.
Report message to moderator

Yes, i know it's doign the dirty job for them . But it works!
what is this?

Subject: Re: Demo of hud.ini radar map features
Posted by Tunaman on Fri, 26 Oct 2007 07:23:35 GMT
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F.E.A.R. Combat is free..

Subject: Re: Demo of hud.ini radar map features
Posted by Starbuzz on Fri, 26 Oct 2007 07:46:44 GMT
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Oblivion165 wrote on Fri, 26 October 2007 02:13And once again our moderators are absent and negligent.

But Obliv, Scrin did not post any links or anything like that no? He only said that he "torrented this game." I can find a couple of posts here by others that says the same thing.

Subject: Re: Demo of hud.ini radar map features
Posted by Oblivion165 on Fri, 26 Oct 2007 17:44:53 GMT
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Starbuzz wrote on Fri, 26 October 2007 03:46Oblivion165 wrote on Fri, 26 October 2007

02:13And once again our moderators are absent and negligent.

But Obliv, Scrin did not post any links or anything like that no? He only said that he "torrented this game." I can find a couple of posts here by others that says the same thing.

We are a piracy free forum. When your here just act like everyone here doesn't know what piracy is.....we are a bunch of convent ladies and every one our our windows doesn't have a wga crack on it.

Goztow wrote on Fri, 26 October 2007 03:16Oblivion165 wrote on Fri, 26 October 2007 09:13And once again our moderators are absent and negligent.
Report message to moderator

Yes, i know it's doign the dirty job for them . But it works!

Yeah I don't cheat for them.

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Fri, 26 Oct 2007 18:15:08 GMT
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Fact of the day: Bluethen is a faggot.

Subject: Re: Demo of hud.ini radar map features
Posted by IronWarrior on Fri, 26 Oct 2007 18:37:18 GMT
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lol.

Subject: Re: Demo of hud.ini radar map features
Posted by Starbuzz on Fri, 26 Oct 2007 20:38:33 GMT
View Forum Message <> Reply to Message

IronWarrior wrote on Fri, 26 October 2007 13:37lol.

Subject: Re: Demo of hud.ini radar map features
Posted by Ethenal on Sat, 27 Oct 2007 00:59:46 GMT
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What's a moderator? Do they exist here?

Subject: Re: Demo of hud.ini radar map features
Posted by Tunaman on Sat, 27 Oct 2007 01:25:37 GMT
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F.E.A.R. Combat is free, there's torrent links to it off of the main website. Maybe he was talking about that?

Subject: Re: Demo of hud.ini radar map features
Posted by Oblivion165 on Sat, 27 Oct 2007 01:27:00 GMT
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Well that would be fine but generally torrents are 99.9% piracy

---

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Sat, 27 Oct 2007 08:19:52 GMT
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Oblivion165 wrote on Fri, 26 October 2007 20:27Well that would be fine but generally torrents are 99.9% piracy
you make overhead maps for me or no ffs? (2 days ago roflez)

Subject: Re: Demo of hud.ini radar map features
Posted by nopol10 on Sat, 27 Oct 2007 08:55:12 GMT
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You seem to think that we are indebted to you for some reason.

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Sat, 27 Oct 2007 11:38:53 GMT
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nopol10 wrote on Sat, 27 October 2007 03:55You seem to think that we are indebted to you for some reason.
no i seems to think what you have problems?

Subject: Re: Demo of hud.ini radar map features
Posted by Scrin on Sat, 27 Oct 2007 14:44:37 GMT
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ok i got all stuff now just some alpha update needed: closed

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Sat, 27 Oct 2007 15:09:53 GMT
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And your HUD still sucks. lol

Subject: Re: Demo of hud.ini radar map features
Posted by reborn on Tue, 30 Oct 2007 11:31:22 GMT
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I think there is a possible problem with this...
The ShieldEnabled=true & HealthEnabled=true displays the health of what it thinks the presets
health should be. Not what the server tells it to be.
It appears (and I only tested this briefly) that if a server decides to change its presets health
values and shield values on the server, then it will display incorrectly on the client.
I don't mean the health bar either, I mean the actual floating point number displayed for your
current health/shield.

Subject: Re: Demo of hud.ini radar map features
Posted by stuart on Wed, 10 Sep 2008 17:49:52 GMT
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Thank your for the useful hud.ini custom radar code I hope it is useful and looks awsome in
updated version.

Stuartdenley

Foreclosed Homes

Subject: Re: Demo of hud.ini radar map features
Posted by cnc95fan on Wed, 10 Sep 2008 17:51:03 GMT
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Well fucking done.

Subject: Re: Demo of hud.ini radar map features
Posted by Sir Kane on Wed, 10 Sep 2008 22:56:39 GMT
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What the fuck.

Subject: Re: Demo of hud.ini radar map features
Posted by Ethenal on Thu, 11 Sep 2008 00:23:43 GMT
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His profile location is the USA, but his flag says he's from India. Okayyyy...