Subject: Uber HUDs, part 12
Posted by Scrin on Fri, 07 Dec 2007 13:44:52 GMT

nah, dont want make new thing---> http://www.divshare.com/download/2851471-e79

Subject: Re: Uber HUDs, part 12
Posted by Ghostshaw on Fri, 07 Dec 2007 14:00:34 GMT

Why do you post a fake file????????????

-Ghost-

Subject: Re: Uber HUDs, part 12
Posted by sadukar09 on Fri, 07 Dec 2007 14:02:06 GMT

I wonder why his light tank has 600 Health... Nice cheat retard.

Subject: Re: Uber HUDs, part 12
Posted by Sir Kane on Fri, 07 Dec 2007 14:15:30 GMT

Better question: why is it not taking any damage?

Subject: Re: Uber HUDs, part 12
Posted by Gen_Blacky on Fri, 07 Dec 2007 14:27:04 GMT

lmao i see 2 different models in game. The beta tanks ...... 0_o

---

Subject: Re: Uber HUDs, part 12
Posted by Scrin on Fri, 07 Dec 2007 14:58:12 GMT

Sir Kane wrote on Fri, 07 December 2007 08:15Better question: why is it not taking any damage?
BoSs!

Subject: Re: Uber HUDs, part 12
Posted by sadukar09 on Fri, 07 Dec 2007 15:02:08 GMT
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Scrin wrote on Fri, 07 December 2007 08:58Sir Kane wrote on Fri, 07 December 2007
08:15Better question: why is it not taking any damage?
BoSs!
You got banned from your EKT friends for cheating.

Subject: Re: Uber HUDs, part 12
Posted by Renx on Fri, 07 Dec 2007 15:03:14 GMT
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Have you been photoshopping these HUDs all along?

Subject: Re: Uber HUDs, part 12
Posted by Scrin on Fri, 07 Dec 2007 15:04:54 GMT
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Renx wrote on Fri, 07 December 2007 09:03Have you been photoshopping these HUDs all
along?
so, Espion its you?

Subject: Re: Uber HUDs, part 12
Posted by Sir Kane on Fri, 07 Dec 2007 15:14:12 GMT
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No, it's your mom.

Subject: Re: Uber HUDs, part 12
Posted by Goztow on Fri, 07 Dec 2007 15:30:53 GMT
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His credits are 600 not his health...

Subject: Re: Uber HUDs, part 12
Posted by Di3HardNL on Fri, 07 Dec 2007 15:35:47 GMT
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You guys are so dumb :S can't you see his armor is 95, so the health doesnt drop yet..

cool work scrin

Subject: Re: Uber HUDs, part 12
Posted by Renx on Fri, 07 Dec 2007 15:38:59 GMT
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Goztow wrote on Fri, 07 December 2007 11:30His credits are 600 not his health...

His credits are 1109. So it's indicating the cost of the unit for some reason?

Subject: Re: Uber HUDs, part 12
Posted by cnc95fan on Fri, 07 Dec 2007 15:40:32 GMT
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His credits are 1109... lol. Nice HUd.

Subject: Re: Uber HUDs, part 12
Posted by Jerad2142 on Fri, 07 Dec 2007 15:57:07 GMT
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So... the question now is what do you need to add another hud item to the hud?

Subject: Re: Uber HUDs, part 12
Posted by OWA on Fri, 07 Dec 2007 16:07:35 GMT
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I still prefer Sir Kane's HUD.

Subject: Re: Uber HUDs, part 12
Posted by Scrin on Fri, 07 Dec 2007 17:09:01 GMT
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One Winged Angel wrote on Fri, 07 December 2007 11:07I still prefer Sir Kane's HUD.
give me few hours... AR boss...

Subject: Re: Uber HUDs, part 12
Posted by mrÃ£Ã§Ä·z   on Fri, 07 Dec 2007 18:20:19 GMT
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wtf how u can use the beta tanks on multiplayer? whats about a total new veh?

Subject: Re: Uber HUDs, part 12
Posted by Sir Kane on Fri, 07 Dec 2007 18:27:27 GMT
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Don't use RenGuard, and bam, you can use it [tank replacement].

Subject: Re: Uber HUDs, part 12
Posted by IronWarrior on Fri, 07 Dec 2007 19:20:56 GMT
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One Winged Angel wrote on Fri, 07 December 2007 10:07I still prefer Sir Kane's HUD.

Same, I would love for him to release it.

Subject: Re: Uber HUDs, part 12
Posted by Sir Kane on Fri, 07 Dec 2007 19:26:27 GMT
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New screenshot coming soon!

Subject: Re: Uber HUDs, part 12
Posted by sadukar09 on Fri, 07 Dec 2007 20:27:21 GMT
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Sir Kane wrote on Fri, 07 December 2007 12:27Don't use RenGuard, and bam, you can use it
[tank replacement].
But WOL/XWIS won't allow vehicle w3ds, you can't see the games listing if you use beta vehicles.

Subject: Re: Uber HUDs, part 12
Posted by DL60 on Fri, 07 Dec 2007 20:33:20 GMT
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Creatin HUDs with bhs is fun ^^ wish I had more time for this.

Subject: Re: Uber HUDs, part 12
Posted by Herr Surth on Fri, 07 Dec 2007 20:37:02 GMT

bit of jel0 Sir Kanes hud cos like LO!LLL

Subject: Re: Uber HUDs, part 12
Posted by Scrin on Fri, 07 Dec 2007 20:47:26 GMT

sadukar09 wrote on Fri, 07 December 2007 14:27
But WOL/XWIS won't allow vehicle w3ds, you can't see the games listing if you use beta vehicles.
you one stupid, retarded,no skilled muthafucka!! i dont want to see you in my topics anymore...

Subject: Re: Uber HUDs, part 12
Posted by sadukar09 on Fri, 07 Dec 2007 20:50:17 GMT

Scrin wrote on Fri, 07 December 2007 14:47sadukar09 wrote on Fri, 07 December 2007 14:27
But WOL/XWIS won't allow vehicle w3ds, you can't see the games listing if you use beta vehicles.
you one stupid, retarded,no skilled muthafucka!! i not want see you in my topics anymore...
One word. Cheater.

Subject: Re: Uber HUDs, part 12
Posted by Sir Kane on Fri, 07 Dec 2007 21:46:20 GMT

Subject: Re: Uber HUDs, part 12
Posted by u6795 on Fri, 07 Dec 2007 22:03:53 GMT

I envy you.

Subject: Re: Uber HUDs, part 12
Posted by IronWarrior on Fri, 07 Dec 2007 22:44:27 GMT

I think I hate SK now...

That is just fucking awesome, but, could you make it so when a building dies, the image is removed?

Subject: Re: Uber HUDs, part 12
Posted by cnc95fan on Fri, 07 Dec 2007 22:49:24 GMT
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Yea, thats cool aswell, but it lacks the cool textures (not ingame ones)of the HUD, if you guys
stopped fighting and worked together.. but I don't see that happeneing any time soon.

Subject: Re: Uber HUDs, part 12
Posted by Scrin on Fri, 07 Dec 2007 23:03:03 GMT
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bwahaha sir... its you called "major update" ummm, and 999 ammo is gg...
ok them... i dont show my ion/nuke activating radar.. i wanted but no
also its for Apacalypse rising boss, right now finish it...this empty white button can carry any image
,like AR logo?
vid---> http://www.divshare.com/download/3035751-334
gg --->
hud--->

Subject: Re: Uber HUDs, part 12
Posted by Sir Kane on Fri, 07 Dec 2007 23:06:16 GMT
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No, that's not the major update. That's something I wanted to add for quite a while now.

Subject: Re: Uber HUDs, part 12
Posted by Scrin on Fri, 07 Dec 2007 23:09:02 GMT
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Sir Kane wrote on Fri, 07 December 2007 17:06No, that's not the major update. That's something
I wanted to add for quite a while now.
interesting
also, i collected your pics...

Subject: Re: Uber HUDs, part 12
Posted by Renx on Sat, 08 Dec 2007 00:12:20 GMT
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Thank god you caught him with unlimited ammo in a LAN game...

Subject: Re: Uber HUDs, part 12
Posted by Canadacdn on Sat, 08 Dec 2007 04:58:10 GMT
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Here's my HUD. I kinda based it off of Sir Kane's:

File Attachments
1) HUD and shit.jpg, downloaded 3286 times

Canadacdn

100

100

Subject: Re: Uber HUDs, part 12
Posted by Sn1per74* on Sat, 08 Dec 2007 05:16:28 GMT
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I like this! It's a HUD contest. Keep 'em comin!

Subject: Re: Uber HUDs, part 12
Posted by Viking on Sat, 08 Dec 2007 05:26:25 GMT
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Anybody else notice the pure white havoc in the second pic?

Subject: Re: Uber HUDs, part 12
Posted by F1r3st0rm on Sat, 08 Dec 2007 05:28:28 GMT
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That cred/time limit window is a bit too big imo.

Subject: Re: Uber HUDs, part 12
Posted by Scrin on Sat, 08 Dec 2007 09:00:44 GMT
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Canadacdn wrote on Fri, 07 December 2007 22:58Here's my HUD. I kinda based it off of Sir
Kane's:

heh my stuff mate, but i make it almost perfected, why you make them bigger?

also im working with ''battle for dune'' mod, whare cnc95fan is boss

---

Subject: Re: Uber HUDs, part 12
Posted by Goztow on Sat, 08 Dec 2007 10:18:08 GMT
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Nice unfair advantage there, SK .

Subject: Re: Uber HUDs, part 12
Posted by Sir Kane on Sat, 08 Dec 2007 10:21:04 GMT
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/me installs texture replacements for everything

Subject: Re: Uber HUDs, part 12
Posted by Scrin on Sat, 08 Dec 2007 10:32:20 GMT
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Goztow wrote on Sat, 08 December 2007 04:18Nice unfair advantage there, SK .
here real chet m8, look to beta light tank health barr, its going up
http://www.divshare.com/download/2964864-62c

Subject: Re: Uber HUDs, part 12
Posted by Renx on Sat, 08 Dec 2007 12:34:08 GMT
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Goztow wrote on Sat, 08 December 2007 06:18Nice unfair advantage there, SK .

It's in the K screen anyway

Subject: Re: Uber HUDs, part 12
Posted by Sn1per74* on Sat, 08 Dec 2007 14:37:32 GMT
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You guys are ridiculous. Nobody can post a picture these days without that person being called a
cheater for some reason. I bet 99/100 of the people you accuse don't actually cheat.

Subject: Re: Uber HUDs, part 12
Posted by Sir Kane on Sat, 08 Dec 2007 14:50:30 GMT
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It's pretty obvious in Scrin's case.

Subject: Re: Uber HUDs, part 12
Posted by DL60 on Sat, 08 Dec 2007 15:49:50 GMT
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By the way what are names of the string IDs which represent time and credits in our renegade
Huds?

Subject: Re: Uber HUDs, part 12
Posted by Sir Kane on Sat, 08 Dec 2007 15:56:05 GMT
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IDS_MENU_TEXT928 (9014) or IDS_MP_TIME_REMAINING (7203)
IDS_MP_MONEY (7366)

Subject: Re: Uber HUDs, part 12
Posted by DL60 on Sat, 08 Dec 2007 17:07:08 GMT
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Thx ^^

Subject: Re: Uber HUDs, part 12
Posted by OWA on Sat, 08 Dec 2007 18:38:53 GMT
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I still prefer Sir_Kane's HUD.

Subject: Re: Uber HUDs, part 12
Posted by IronWarrior on Sat, 08 Dec 2007 20:41:21 GMT
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One Winged Angel wrote on Sat, 08 December 2007 12:38I still prefer Sir_Kane's HUD.

Same.

Subject: Re: Uber HUDs, part 12
Posted by Trio on Sun, 09 Dec 2007 04:35:33 GMT
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Cool HUD Canadacdn
But it won't work for me, any idea why?

Subject: Re: Uber HUDs, part 12
Posted by Ethenal on Sun, 09 Dec 2007 04:36:56 GMT
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Only works on 1280x1024.

Subject: Re: Uber HUDs, part 12
Posted by Rocko on Sun, 09 Dec 2007 04:38:26 GMT
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want me to make u one of gundam

Subject: Re: Uber HUDs, part 12
Posted by Trio on Sun, 09 Dec 2007 04:38:37 GMT
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Ethenal wrote on Sat, 08 December 2007 22:36Only works on 1280x1024.
actually I sent it to a friend and it worked for him fine on 1024x768. plus I tried it on 1280x1024

Subject: Re: Uber HUDs, part 12
Posted by Canadacdn on Sun, 09 Dec 2007 04:53:49 GMT
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Are you guys running the newest scripts.dll?

Subject: Re: Uber HUDs, part 12
Posted by IronWarrior on Sun, 09 Dec 2007 05:05:19 GMT
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I installed it in my testing version of Renegade, placed in Data, started up, went to skim and had a normal hud. lol

Using 3.4.4

Subject: Re: Uber HUDs, part 12
Posted by Trio on Sun, 09 Dec 2007 05:17:37 GMT
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i installed the latest version of scripts.dll and now I can see the HUD, but like you said it isn't aligned correctly with my resolution. And I tried using the resolution you said it worked on, and I couldn't see all of Renegade, like the far left, and far top of the the game was cut off by my monitor. I'm guessing that means my my monitor isn't big/nerdy enough to use that resolution?

Subject: Re: Uber HUDs, part 12
Posted by Canadacdn on Sun, 09 Dec 2007 05:20:09 GMT
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Yes. You could change it around by messing with the values in Hud.ini and moving the weapons info further to the left. This HUD I released was designed for my computer, so I don't know how it looks on everyone else's.

Subject: Re: Uber HUDs, part 12
Posted by Trio on Sun, 09 Dec 2007 05:25:18 GMT
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Canadacdn wrote on Sat, 08 December 2007 23:20Yes. You could change it around by messing with the values in Hud.ini and moving the weapons info further to the left. This HUD I released was designed for my computer, so I don't know how it looks on everyone else's.
do you have msn by any chance? so you can guide me through this process. because I like to refer myself as a consumer, not a producer.

i have no idea how to do that.

Subject: Re: Uber HUDs, part 12
Posted by Canadacdn on Sun, 09 Dec 2007 05:53:48 GMT
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Anyone else using my HUD and playing at 1024x768 resolution, download this file and replace the old HUD with it after you download the main files.

```
File Attachments
1) HUD 1024x768.zip, downloaded 185 times
```

Subject: Re: Uber HUDs, part 12
Posted by Coolrock on Sun, 09 Dec 2007 06:33:30 GMT
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Sir_Kane's HUD is totally better <3

Subject: Re: Uber HUDs, part 12
Posted by Ethenal on Sun, 09 Dec 2007 07:02:30 GMT
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But Canadacdn released his.

Subject: Re: Uber HUDs, part 12
Posted by Rocko on Sun, 09 Dec 2007 08:06:23 GMT

Coolrock wrote on Sun, 09 December 2007 00:33Sir_Kane's HUD is totally better <3
what does it look like

ss?

Subject: Re: Uber HUDs, part 12
Posted by Scrin on Sun, 09 Dec 2007 09:15:36 GMT

Ethenal wrote on Sun, 09 December 2007 01:02But Canadacdn released his.
ok, nvw , its my hud so credits me if you posted in some-downloading section...

Subject: Re: Uber HUDs, part 12
Posted by Caveman on Sun, 09 Dec 2007 12:40:52 GMT

Lol scrin isn't happy that he isn't being credited for this. Funny to watch.

If you had stopped showing off and released it minus the cheats maybe you would be credited.

Subject: Re: Uber HUDs, part 12
Posted by mrÃ£Ã§Ä·z on Sun, 09 Dec 2007 13:57:40 GMT

this gay hud fucking sucks... still doesnt work perfectly... and YES I HAVE THE NEWEST SCRIPTS

Subject: Re: Uber HUDs, part 12
Posted by IronWarrior on Sun, 09 Dec 2007 14:15:07 GMT

MadRockz wrote on Sun, 09 December 2007 07:57this gay hud fucking sucks... still doesnt work perfectly... and YES I HAVE THE NEWEST SCRIPTS

Explain what doesn't work right.

Subject: Re: Uber HUDs, part 12
Posted by Ethenal on Sun, 09 Dec 2007 16:04:02 GMT

MadRockz wrote on Sun, 09 December 2007 07:57this gay hud fucking sucks... still doesnt work perfectly... and YES I HAVE THE NEWEST SCRIPTS

And being a dick about it is the best way to get help.

Subject: Re: Uber HUDs, part 12
Posted by renalpha on Sun, 09 Dec 2007 16:35:51 GMT

canadacan
we need your modded textures

BackgroundTexture=game_radar.tga
BlipTexture=game_radar.tga
ShieldBarTexture=game_hud.tga
ScrollingMapTexture=Empty.tga
TextureName=game_Weapon.tga
TextureName=game_hud_Credits.tga

if we got this + working then we owe you 1 big time!

Subject: Re: Uber HUDs, part 12
Posted by Canadacdn on Sun, 09 Dec 2007 16:43:26 GMT

Go to this topic for further discussion of that HUD.

Subject: Re: Uber HUDs, part 12
Posted by LeminLyme on Wed, 19 Dec 2007 01:24:11 GMT

Scrins is the best by far... He DESERVES credit, and what is on his HUD and game is already able to be declared not cheating with common sense.. Is it like he made those models for advantage? Obviously not if they have ANY style to them... His HUD has shown no cheats so far, unlike Kanes, which is pretty suspicious of him using cheats even if it IS on LAN? People have been banned for smaller things... Lke fuck you guys are retarded... I hope scin never releases his, and simply horde's it to himself and trusting people... Btw, he's shared some stuff wth lots of people.. I wouldn't be surprised if Canada simply re-skinned it.. I'm not making any occupations though.. But like.. Fuck, you guys are so stupid sometimes...

Subject: Re: Uber HUDs, part 12
Posted by BlueThen on Wed, 19 Dec 2007 01:31:06 GMT
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SycoMoto wrote on Tue, 18 December 2007 19:24Scrins is the best by far... He DESERVES credit, and what is on his HUD and game is already able to be declared not cheating with common sense.. Is it like he made those models for advantage? Obviously not if they have ANY style to them... His HUD has shown no cheats so far, unlike Kanes, which is pretty suspicious of him using cheats even if it IS on LAN? People have been banned for smaller things... Lke fuck you guys are retarded... I hope scin never releases his, and simply horde's it to himself and trusting people... Btw, he's shared some stuff wth lots of people.. I wouldn't be surprised if Canada simply re-skinned it.. I'm not making any occupations though.. But like.. Fuck, you guys are so stupid sometimes...
Honestly, I don't think he really deserves much, since all he's done is tried to get us to kiss his ass for something as stupid as a simple hud.

Subject: Re: Uber HUDs, part 12
Posted by sadukar09 on Wed, 19 Dec 2007 01:31:14 GMT
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Canada>Scrin.

Canada=Person who releases stuff.

Scrin=Fucktard who wants credit for his stuff, which he wouldn't even release himself in the first place.

Subject: Re: Uber HUDs, part 12
Posted by Ethenal on Wed, 19 Dec 2007 01:38:56 GMT
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sadukar09 wrote on Tue, 18 December 2007 19:31Canada>Scrin.

Canada=Person who releases stuff.

Scrin=Fucktard who wants credit for his stuff, which he wouldn't even release himself in the first place.

Why are you defending Scrin? Do you even realize what he ripped from AoBFrost?

EDIT: That was directed at SycoMoto, I was just quoting sadukar.

Subject: Re: Uber HUDs, part 12
Posted by sadukar09 on Wed, 19 Dec 2007 01:43:00 GMT

What the hell? Why?

Subject: Re: Uber HUDs, part 12
Posted by Ethenal on Wed, 19 Dec 2007 01:51:29 GMT

...What?

Subject: Re: Uber HUDs, part 12
Posted by Slave on Wed, 19 Dec 2007 16:26:49 GMT

To me it looked like a "qft" combined with unrelated text below it.

Subject: Re: Uber HUDs, part 12
Posted by Ethenal on Wed, 19 Dec 2007 16:43:24 GMT

Slave wrote on Wed, 19 December 2007 10:26To me it looked like a "qft" combined with unrelated text below it.

That was what I meant.