

---

Subject: Radar Map HUDs

Posted by [Canadacdn](#) on Sun, 09 Dec 2007 06:19:04 GMT

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Seeing as everyone is going apeshit over these radar HUDs, I thought I'd make a topic about the one I released.

They only come in two resolutions right now, 1024x768 and 1280x1024.

Make sure you are running the newest scripts.dll or it won't display properly.

Download 1024x768 HUD

Download 1280x1024 HUD

None of this would be possible without Silent Kane, Jonwil, and Scrin, so thank them too.

Make sure to download Roleplay 2 afterward!

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Subject: Re: Radar Map HUDs

Posted by [Oblivion165](#) on Sun, 09 Dec 2007 06:55:45 GMT

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Damn right, added to RenHelp.

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Subject: Re: Radar Map HUDs

Posted by [Lone0001](#) on Sun, 09 Dec 2007 07:02:57 GMT

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---

cool data folder correct?

---

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Subject: Re: Radar Map HUDs

Posted by [Trio](#) on Sun, 09 Dec 2007 07:16:28 GMT

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Thanks again Canadacdn.

I noticed that there is no C&C\_Islands Map, is there no file for that? Because in the .zip folder i downloaded in the other topic, there was a C&C\_Islands.ini file but no C&C\_Islands.dds.

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Subject: Re: Radar Map HUDs  
Posted by [Canadacdn](#) on Sun, 09 Dec 2007 07:22:17 GMT  
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Trio wrote on Sun, 09 December 2007 01:16 Thanks again Canadacdn.

I noticed that there is no C&C\_Islands Map, is there no file for that? Because in the .zip folder i downloaded in the other topic, there was a C&C\_Islands.ini file but no C&C\_Islands.dds.

It broke, I'll upload it again later.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Dreganius](#) on Sun, 09 Dec 2007 07:28:19 GMT  
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---

and which Scripts.dll is the newest, and could you post a link (in case i don't have o.0)

Awesome work, can't wait to use!

(Tested it on the RP2 Server, works well enough. Just gotta tweak the HUD .dds now )

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Subject: Re: Radar Map HUDs  
Posted by [rhuarc](#) on Sun, 09 Dec 2007 07:33:40 GMT  
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---

3.4.4?

---

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Subject: Re: Radar Map HUDs  
Posted by [Rocko](#) on Sun, 09 Dec 2007 08:05:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

this is cool thanks

---

---

Subject: Re: Radar Map HUDs  
Posted by [Scrin](#) on Sun, 09 Dec 2007 09:16:08 GMT  
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---

ok, its my hud so credits me if you posted in some-downloading section...

---

---

Subject: Re: Radar Map HUDs

---

Posted by [Sir Kane](#) on Sun, 09 Dec 2007 09:25:25 GMT

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---

Canadacd wrote on Sun, 09 December 2007 00:19

They only come in two resolutions right now, 1024x768 and 1280x1024.

Wait what, one needs different configuration files for different resolutions?

---

---

Subject: Re: Radar Map HUDs

Posted by [Goztow](#) on Sun, 09 Dec 2007 09:45:42 GMT

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Scrin wrote on Sun, 09 December 2007 10:16ok, its my hud so credits me if you posted in some-downloading section...

Huh? Aren't you the "I won't release my radar"-guy? Why would you want credits then?

---

---

Subject: Re: Radar Map HUDs

Posted by [Prulez](#) on Sun, 09 Dec 2007 12:50:20 GMT

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---

Pretty sexy, thanks alot

---

---

Subject: Re: Radar Map HUDs

Posted by [mr£Ä\\$Ä-z](#) on Sun, 09 Dec 2007 13:53:51 GMT

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---

this gay hud still doesnt work correctly... IT SUCKS

---

---

Subject: Re: Radar Map HUDs

Posted by [TehPansi](#) on Sun, 09 Dec 2007 14:08:08 GMT

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---

Can you make it where you can use it with default Renegade?

The new scripts make my FPS drop. (I only get 20-30 to start with and so losing any FPS is critical) (The whole time I was playing while I was hosting I was getting 12-16 max) Help?

---

---

Subject: Re: Radar Map HUDs

Posted by [Caveman](#) on Sun, 09 Dec 2007 14:11:25 GMT

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---

Turn off bloom and shaders?

---

---

Subject: Re: Radar Map HUDs

Posted by [IronWarrior](#) on Sun, 09 Dec 2007 14:13:32 GMT

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---

TehPansi wrote on Sun, 09 December 2007 08:08Can you make it where you can use it with default Renegade?

The new scripts make my FPS drop. (I only get 20-30 to start with and so losing any FPS is critical) (The whole time I was playing while I was hosting I was getting 12-16 max) Help?

Disable the shaders.

---

---

Subject: Re: Radar Map HUDs

Posted by [IronWarrior](#) on Sun, 09 Dec 2007 14:27:31 GMT

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---

Seem's to be working but as you can see, it's not lined up right.

Went into WWconfig.exe and made sure to start up using the right res for it, which was 1280x1024

---

---

Subject: Re: Radar Map HUDs

Posted by [Sir Kane](#) on Sun, 09 Dec 2007 14:33:46 GMT

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---

This is amusing.

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Subject: Re: Radar Map HUDs

Posted by [TehPansi](#) on Sun, 09 Dec 2007 14:34:42 GMT

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---

Coveman wrote on Sun, 09 December 2007 08:11Turn off bloom and shaders?

Tried that already. lol

---

---

Subject: Re: Radar Map HUDs  
Posted by [Lone0001](#) on Sun, 09 Dec 2007 15:28:10 GMT  
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---

Also when armor is added(not sure bout health) it does not show the armor box just goes blank.

---

---

Subject: Re: Radar Map HUDs  
Posted by [CarrierII](#) on Sun, 09 Dec 2007 15:42:07 GMT  
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---

Latest (3.4.4) Scripts.dll .exe installer thingy

Am trying this now.

Edit - Re-downloaded, now I could open it... and it worked. Prefer the original Renegade HUD though... hmm

---

---

Subject: Re: Radar Map HUDs  
Posted by [renalpha](#) on Sun, 09 Dec 2007 17:24:33 GMT  
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---

this is plain awesome works thx

---

---

Subject: Re: Radar Map HUDs  
Posted by [DL60](#) on Sun, 09 Dec 2007 17:30:25 GMT  
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---

Quote:This is amusing.

Indeed.

---

---

Subject: Re: Radar Map HUDs  
Posted by [rhuarc](#) on Sun, 09 Dec 2007 19:09:00 GMT  
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---

Sir Kane wrote on Sun, 09 December 2007 08:33This is amusing.

what? that someone actually thought people would like to have it?

---

---

Subject: Re: Radar Map HUDs  
Posted by [Lazy5686](#) on Sun, 09 Dec 2007 20:40:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Can you make one where just the radar is changed?

---

---

Subject: Re: Radar Map HUDs  
Posted by [Gen\\_Blacky](#) on Sun, 09 Dec 2007 22:13:07 GMT  
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---

Imao its not that hard to get it 2 work make sure its right resolution and then make sure u have right script version.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Trio](#) on Sun, 09 Dec 2007 23:13:01 GMT  
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---

C&C\_Islands.dds please

^ edit

---

---

Subject: Re: Radar Map HUDs  
Posted by [cnc95fan](#) on Sun, 09 Dec 2007 23:15:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Make it yourself, now that hes released the code, it seems so damn obvious.

---

---

Subject: Re: Radar Map HUDs  
Posted by [BowseR](#) on Sun, 09 Dec 2007 23:40:33 GMT  
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---

No doubt that HUD is probably the best I've seen...but I don't know whats the newest scripts.dll is, could someone post a link for me?

Thanks in advance.

---

---

Subject: Re: Radar Map HUDs  
Posted by [IronWarrior](#) on Sun, 09 Dec 2007 23:57:56 GMT  
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---

BowseR wrote on Sun, 09 December 2007 17:40No doubt that HUD is probably the best I've

seen...but I don't know what's the newest scripts.dll is, could someone post a link for me?

Thanks in advance.

Game-Maps.NET - Scripts 3.4.4

---

---

Subject: Re: Radar Map HUDs

Posted by [cpjok](#) on Mon, 10 Dec 2007 01:04:04 GMT

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---

it's a good HUD but it doesn't work with RG and have that on all time cos I'm always on RG server

and how do I add other maps to it

---

---

Subject: Re: Radar Map HUDs

Posted by [Canadacdn](#) on Mon, 10 Dec 2007 01:44:04 GMT

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---

[cpjok](#) wrote on Sun, 09 December 2007 19:04: it's a good HUD but it doesn't work with RG and have that on all time cos I'm always on RG server

and how do I add other maps to it

Open a map in W3D view, or Level Edit, Zoom out and take a picture of the whole map and save it as a .dds or .tga file. Make sure the center of the map is in the center of your picture.

Copy and rename one of the existing .ini files named after a map already in your data folder. Name it the name of the .mix map you are making a radar map for (C&C\_Field etc.) Fill in the information, such as the name of the texture to use. (The extension must always be .tga, even if the file is a .dds.)

Then play around with the scale level until the map is accurate in-game.

---

---

Subject: Re: Radar Map HUDs

Posted by [nopol10](#) on Mon, 10 Dec 2007 02:08:18 GMT

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---

The HUD works for me, except that running on a 5:4 resolution when my monitor is widescreen makes the game look awfully weird.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Rocko](#) on Mon, 10 Dec 2007 04:29:00 GMT  
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---

Sir Kane wrote on Sun, 09 December 2007 08:33This is amusing.  
stfu you obese piece of shit, no one cares about your opinion

---

---

Subject: Re: Radar Map HUDs  
Posted by [Gen\\_Blacky](#) on Mon, 10 Dec 2007 04:32:35 GMT  
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---

so do you care if we edit this hud ?

---

---

Subject: Re: Radar Map HUDs  
Posted by [cpjok](#) on Mon, 10 Dec 2007 04:49:35 GMT  
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---

i cant get it to make a pic that big and all the texture is missing on w3d

---

---

Subject: Re: Radar Map HUDs  
Posted by [Dreganius](#) on Mon, 10 Dec 2007 05:08:32 GMT  
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---

Gen\_Blacky wrote on Mon, 10 December 2007 15:32so do you care if we edit this hud ?

I doubt it... Anyway, this HUD (modified, of course) is going into Ren40k, so it's being edited already!

---

---

Subject: Re: Radar Map HUDs  
Posted by [Canadacdn](#) on Mon, 10 Dec 2007 05:14:08 GMT  
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---

Gen\_Blacky wrote on Sun, 09 December 2007 22:32so do you care if we edit this hud ?

No, go ahead and edit it. I want to see what people can make now that everything is public.

---



Subject: Re: Radar Map HUDs  
Posted by [cpjok](#) on Mon, 10 Dec 2007 11:43:05 GMT  
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---

I Arnt ?Gonna Edit It I Dont Know What To Do And Whats Point

Anyway Is There Any Way I Can Get It To Work With Renguard

---

---

Subject: Re: Radar Map HUDs  
Posted by [Goztow](#) on Mon, 10 Dec 2007 12:57:40 GMT  
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---

Echo'ed this on renegadecommunity.com .

---

---

Subject: Re: Radar Map HUDs  
Posted by [mr£Ä\\$Ä-z](#) on Mon, 10 Dec 2007 14:38:33 GMT  
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---

GAY HUD still dont works... i have the newest scripts and i tryed with all resolutions!

---

---

Subject: Re: Radar Map HUDs  
Posted by [The Elite Officer](#) on Mon, 10 Dec 2007 17:54:15 GMT  
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---

MadRockz wrote on Sun, 09 December 2007 08:53this gay hud still doesnt work correctly... IT SUCKS

Just like you, with your lame computer....

cpjok wrote on Mon, 10 December 2007 06:43I Arnt ?Gonna Edit It I Dont Know What To Do And Whats Point

Anyway Is There Any Way I Can Get It To Work With Renguard

I Think It Is Funny How You Capalitizied The Begging Fo Every Letter Of Every Word Except For A Few.

---

---

Subject: Re: Radar Map HUDs  
Posted by [cnc95fan](#) on Mon, 10 Dec 2007 18:10:02 GMT  
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---

The Elite Officer wrote on Mon, 10 December 2007 11:54

I Think It Is Funny How You Capalitized The Begging Fo Every Letter Of Every Word Except For A Few.

I'm just going to LOL you on your spelling mistake, regardless that your picking on someone else.

---

---

Subject: Re: Radar Map HUDs

Posted by [Caveman](#) on Mon, 10 Dec 2007 18:15:03 GMT

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---

But really is the capitalization needed? It just makes your post annoying to read.

---

---

Subject: Re: Radar Map HUDs

Posted by [mr£\\$Ä-z](#) on Mon, 10 Dec 2007 19:01:45 GMT

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---

The Elite Officer wrote on Mon, 10 December 2007 11:54MadRockz wrote on Sun, 09 December 2007 08:53this gay hud still doesnt work correctly... IT SUCKS

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cpjok wrote on Mon, 10 December 2007 06:43I Arnt ?Gonna Edit It I Dont Know What To Do And Whats Point

Anyway Is There Any Way I Can Get It To Work With Renguard

I Think It Is Funny How You Capalitized The Begging Fo Every Letter Of Every Word Except For A Few.

It saw youre dump face, now you broke it... Thank you.

---

---

Subject: Re: Radar Map HUDs

Posted by [Ethenal](#) on Mon, 10 Dec 2007 22:11:59 GMT

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---

MadRockz wrote on Mon, 10 December 2007 13:01The Elite Officer wrote on Mon, 10 December 2007 11:54MadRockz wrote on Sun, 09 December 2007 08:53this gay hud still doesnt work correctly... IT SUCKS

Just like you, with your lame computer....

cpjok wrote on Mon, 10 December 2007 06:43I Arnt ?Gonna Edit It I Dont Know What To Do And Whats Point

Anyway Is There Any Way I Can Get It To Work With Renguard

I Think It Is Funny How You Capitalized The Begging For Every Letter Of Every Word Except For A Few.

It saw your dump face, now you broke it... Thank you.

Your dumb face was what you meant, right? Are you three years old? Why would you say the HUD sucks when it's most likely something wrong on your end?

---

Subject: Re: Radar Map HUDs

Posted by [mr£\\$Ä-z](#) on Mon, 10 Dec 2007 23:23:24 GMT

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XD

---

Subject: Re: Radar Map HUDs

Posted by [Gen\\_Blacky](#) on Tue, 11 Dec 2007 00:51:36 GMT

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Canadacdn wrote on Sun, 09 December 2007 23:14Gen\_Blacky wrote on Sun, 09 December 2007 22:32so do you care if we edit this hud ?

No, go ahead and edit it. I want to see what people can make now that everything is public.

ok cool

---

Subject: Re: Radar Map HUDs

Posted by [renalpha](#) on Tue, 11 Dec 2007 11:24:52 GMT

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I WANT SOMEONE TO MAKE A PIKACHU POKEMON HUD!!!111!1 ONE!

---

Subject: Re: Radar Map HUDs

Posted by [trooprm02](#) on Tue, 11 Dec 2007 21:49:20 GMT

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Are you shitting me? If I see any SS's of people using this is any type of multiplayer game.....  
Here's the point, you made something that gives you a CLEAR advantage, #1, you don't tell other people you're using it, #2, ATLEAST don't share so other people use it. I'm not saying it's a

shitty job, im sure it took ages to do each map etc, etc. The thing is, what happens to the rest of us using the regular HUD? It fucks over gameplay, rewarding the people using it with an advantage. If I made a no-camera shake mod, because the shacking lowers my FPS, and use it, is it fair for me to use it? Most people don't give a shit about the game anyway, and release this kind of shit just pure pleasure and it confuses me. Flame me away!

---

---

Subject: Re: Radar Map HUDs

Posted by [Ryu](#) on Tue, 11 Dec 2007 21:52:49 GMT

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---

trooprm02 wrote on Tue, 11 December 2007 21:49Are you shitting me? If I see any SS's of people using this is any type of multiplayer game..... Heres the point, you made something thing that gives you a CLEAR advantage, #1, you don't tell other people your using it, #2, ATLEAST don't share so other people use it. Im not saying it's a shitty job, im sure it took ages to do each map etc, etc. The thing is, what happens to the rest of us using the regular HUD? It fucks over gameplay, rewarding the people using it with an advantage. If I made a no-camera shake mod, because the shacking lowers my FPS, and use it, is it fair for me to use it? Most people don't give a shit about the game anyway, and release this kind of shit just pure pleasure and it confuses me. Flame me away!

You're an idiot.

This is why we can't have nice things, Because of people like you.

---

---

Subject: Re: Radar Map HUDs

Posted by [Caveman](#) on Tue, 11 Dec 2007 22:00:30 GMT

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---

trooprm02 wrote on Tue, 11 December 2007 21:49Are you shitting me? If I see any SS's of people using this is any type of multiplayer game..... Heres the point, you made something thing that gives you a CLEAR advantage, #1, you don't tell other people your using it, #2, ATLEAST don't share so other people use it. Im not saying it's a shitty job, im sure it took ages to do each map etc, etc. The thing is, what happens to the rest of us using the regular HUD? It fucks over gameplay, rewarding the people using it with an advantage. If I made a no-camera shake mod, because the shacking lowers my FPS, and use it, is it fair for me to use it? Most people don't give a shit about the game anyway, and release this kind of shit just pure pleasure and it confuses me. Flame me away!

You can say the same thing about reticles, unit skins, no smoke mod. Basically anything that isn't default fits into an unfair advantage because someone else is using the default. So its either allow all HUDs or run puremode.

---

---

Subject: Re: Radar Map HUDs

Posted by [trooprm02](#) on Tue, 11 Dec 2007 23:09:41 GMT

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^^My point. So it's our own choice to be screwed over because we feel there's no need to be unfair? In the end, most people who end up using this sort of thing, tend to be the same people who get shit on anyway, so it really doesn't matter, but it's the idea that does.

---

---

Subject: Re: Radar Map HUDs

Posted by [Dreganius](#) on Tue, 11 Dec 2007 23:16:01 GMT

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---

man troop just stop whining. Why on earth do you think they brought out all those editing tools?

---

---

Subject: Re: Radar Map HUDs

Posted by [trooprm02](#) on Tue, 11 Dec 2007 23:35:17 GMT

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---

Gee, im sorry about my "whining", and Im sorry about actually caring about fair gameplay, I will go now make a worthless mod that nobody will play based on warhammer.

---

---

Subject: Re: Radar Map HUDs

Posted by [BlueThen](#) on Tue, 11 Dec 2007 23:41:28 GMT

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---

trooprm02 wrote on Tue, 11 December 2007 17:35Gee, im sorry about my "whining", and Im sorry about actually caring about fair gameplay, I will go now make a worthless mod that nobody will play based on warhammer.

Stfu.

---

---

Subject: Re: Radar Map HUDs

Posted by [Canadacdn](#) on Tue, 11 Dec 2007 23:46:30 GMT

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---

trooprm02 wrote on Tue, 11 December 2007 17:35Gee, im sorry about my "whining", and Im sorry about actually caring about fair gameplay, I will go now make a worthless mod that nobody will play based on warhammer.

Shut up, you're probably whining because your computer sucks too much to use the HUD.

---

---

Subject: Re: Radar Map HUDs

---

Posted by [Craziac](#) on Tue, 11 Dec 2007 23:50:24 GMT

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---

2 Questions:

1. Do you know why I might be getting a weird radar effect? It seems to work in Skirmish (Multi Prac) on Skirmish00 & Field, but when I join a server, the radar image is hud\_main.dds.

2. Is there any way to make the health text flash when it's below a certain amount?

---

---

Subject: Re: Radar Map HUDs

Posted by [rhuarc](#) on Wed, 12 Dec 2007 00:00:12 GMT

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---

trooprm02 wrote on Tue, 11 December 2007 15:49Are you shitting me? If I see any SS's of people using this is any type of multiplayer game..... Heres the point, you made something thing that gives you a CLEAR advantage, #1, you don't tell other people your using it, #2, ATLEAST don't share so other people use it. Im not saying it's a shitty job, im sure it took ages to do each map etc, etc. The thing is, what happens to the rest of us using the regular HUD? It fucks over gameplay, rewarding the people using it with an advantage. If I made a no-camera shake mod, because the shacking lowers my FPS, and use it, is it fair for me to use it? Most people don't give a shit about the game anyway, and release this kind of shit just pure pleasure and it confuses me. Flame me away!

lol

i dont see any advantage with it because

1 showing you the buildings on the hud when your right there does not have an advantage. . .

2 alot of people dont look at their hud anyways so..

i suppose that if you made it show the tunnels and where they go to that would be

---

---

Subject: Re: Radar Map HUDs

Posted by [trooprm02](#) on Wed, 12 Dec 2007 00:10:32 GMT

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---

Canadacd wrote on Tue, 11 December 2007 17:46trooprm02 wrote on Tue, 11 December 2007 17:35Gee, im sorry about my "whining", and Im sorry about actually caring about fair gameplay, I will go now make a worthless mod that nobody will play based on warhammer.

Shut up, you're probably whining because your computer sucks too much to use the HUD.

<http://trpm.forumwise.com/trpm-thread76.html>

^^Ya, your right. Saying people don't really use their radar anyway is sorta true, but then why use this if your never gonna use it?

---

---

Subject: Re: Radar Map HUDs  
Posted by [Caveman](#) on Wed, 12 Dec 2007 00:35:01 GMT  
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---

trooprm02 wrote on Wed, 12 December 2007 00:10Canadacdn wrote on Tue, 11 December 2007 17:46trooprm02 wrote on Tue, 11 December 2007 17:35Gee, im sorry about my "whining", and Im sorry about actually caring about fair gameplay, I will go now make a worthless mod that nobody will play based on warhammer.

Shut up, you're probably whining because your computer sucks too much to use the HUD.

<http://trpm.forumwise.com/trpm-thread76.html>

^^Ya, your right. Saying people don't really use their radar anyway is sorta true, but then why use this if your never gonna use it?

That setup is certainly nothing to brag about. Its a mid-range gaming PC at best.

On-topic;

If you don't like the idea of people creating mods/addons/skins/etc.. Then don't use them. I don't like cheats, don't see me going around cheat forums and complaining about it like a little whiny ass bitch.

---

---

Subject: Re: Radar Map HUDs  
Posted by [sadukar09](#) on Wed, 12 Dec 2007 00:58:13 GMT  
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---

trooprm02 wrote on Tue, 11 December 2007 18:10Canadacdn wrote on Tue, 11 December 2007 17:46trooprm02 wrote on Tue, 11 December 2007 17:35Gee, im sorry about my "whining", and Im sorry about actually caring about fair gameplay, I will go now make a worthless mod that nobody will play based on warhammer.

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<http://trpm.forumwise.com/trpm-thread76.html>

^^Ya, your right. Saying people don't really use their radar anyway is sorta true, but then why use this if your never gonna use it?

I am wondering why your "members" haven't replied to a topic that is 4 month old.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Trio](#) on Wed, 12 Dec 2007 02:10:51 GMT  
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---

trooprm02 wrote on Tue, 11 December 2007 15:49Are you shitting me? If I see any SS's of people using this is any type of multiplayer game..... Heres the point, you made something thing

that gives you a CLEAR advantage, #1, you don't tell other people your using it, #2, ATLEAST don't share so other people use it. Im not saying it's a shitty job, im sure it took ages to do each map etc, etc. The thing is, what happens to the rest of us using the regular HUD? It fucks over gameplay, rewarding the people using it with an advantage. If I made a no-camera shake mod, because the shacking lowers my FPS, and use it, is it fair for me to use it? Most people don't give a shit about the game anyway, and release this kind of shit just pure pleasure and it confuses me. Flame me away!

I find this absolutely hilarious and also hypocritical. Can you please explain to me how going under and above the map on Glacier Flying isn't an advantage?

---

---

Subject: Re: Radar Map HUDs

Posted by [cpjok](#) on Wed, 12 Dec 2007 02:28:50 GMT

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---

and the FPs picture looks edited like mine

my fps is very bad but it looks like it says 600 thats cos it dose

but its not its 60 just edited

---

---

Subject: Re: Radar Map HUDs

Posted by [cpjok](#) on Wed, 12 Dec 2007 02:30:30 GMT

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---

and somet ealse that seems wierd if it is your pc like i say it is why would you show a screen with your serial code on for xp pro

and who cares how fast you can install windows i can do that faster and my pc is crap

---

---

Subject: Re: Radar Map HUDs

Posted by [Canadacdn](#) on Wed, 12 Dec 2007 03:21:34 GMT

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---

Ok, everyone. Enough fighting, this topic is for the discussion of the HUD, that's it.

---

---

Subject: Re: Radar Map HUDs

Posted by [Gen\\_Blacky](#) on Wed, 12 Dec 2007 03:30:53 GMT

---



troopr02 wrote on Tue, 11 December 2007 15:49Are you shitting me? If I see any SS's of people using this is any type of multiplayer game..... Heres the point, you made something thing that gives you a CLEAR advantage, #1, you don't tell other people your using it, #2, ATLEAST don't share so other people use it. Im not saying it's a shitty job, im sure it took ages to do each map etc, etc. The thing is, what happens to the rest of us using the regular HUD? It fucks over gameplay, rewarding the people using it with an advantage. If I made a no-camera shake mod, because the shacking lowers my FPS, and use it, is it fair for me to use it? Most people don't give a shit about the game anyway, and release this kind of shit just pure pleasure and it confuses me. Flame me away!

1 i do tell every i have it cause i think its cool , 2nd its not even an advantage , just changes the look of your hud. I don't see any advantage it just looks cooler.

a no camera shake mod its something completely different and is considered a advantage.

im planing to use it in a mod so every 1 has it.

Canadacd wrote on Tue, 11 December 2007 21:21Ok, everyone. Enough fighting, this topic is for the discussion of the HUD, that's it.

yes plz just talk about the hud

---

---

Subject: Re: Radar Map HUDs

Posted by [rhuarc](#) on Wed, 12 Dec 2007 04:21:15 GMT

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---

for your fps in renegade, itd be lower in a server tbh...

ive tried to make the islands one but i cant seem to get it where the buildings are at the right spot like the ref is rotated 90° from where it should be..

---

---

Subject: Re: Radar Map HUDs

Posted by [cpjok](#) on Wed, 12 Dec 2007 04:54:21 GMT

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---

youve to change bottom one alot to get it right i think

ScrollingMapOffsetX=0

ScrollingMapOffsetY=0

ScrollingMapScale=1.62

---

---

Subject: Re: Radar Map HUDs

Posted by [Craziac](#) on Wed, 12 Dec 2007 06:09:56 GMT

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---

Now that we're back on topic, I'll post the questions that everyone was too busy fighting to notice.

Quote:2 Questions:

1. Do you know why I might be getting a weird radar effect? It seems to work in Skirmish (Multi Prac) on Skirmish00 & Field, but when I join a server, the radar image is hud\_main.dds.

2. Is there any way to make the health text flash when it's below a certain amount?

---

---

Subject: Re: Radar Map HUDs

Posted by [SSADMVR](#) on Wed, 12 Dec 2007 09:35:17 GMT

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---

The HUD is pretty nice, but you can't see when you or your vehicle is about to die, you have to pay attention to your armor and health to even notice it. Maybe you can use some colors to fix this, like the green, yellow, red on the original HUD?

---

---

Subject: Re: Radar Map HUDs

Posted by [Sir Kane](#) on Wed, 12 Dec 2007 15:39:08 GMT

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---

I've been experiencing the same problem with my HUD.

---

---

Subject: Re: Radar Map HUDs

Posted by [mrŁŁŁŁ-z](#) on Wed, 12 Dec 2007 15:42:58 GMT

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---

Sir Kane wrote on Wed, 12 December 2007 09:39 I've been experiencing the same problem with my HUD.

haha cause Both HUD's sucks... i play without Radar cuz it's not usefull and looks gay

---

---

Subject: Re: Radar Map HUDs

Posted by [sadukar09](#) on Wed, 12 Dec 2007 15:47:36 GMT

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---

MadRockz wrote on Wed, 12 December 2007 09:42 Sir Kane wrote on Wed, 12 December 2007 09:39 I've been experiencing the same problem with my HUD.

haha cause Both HUD's sucks... i play without Radar cuz it's not usefull and looks gay

Because finding enemy units with radar is too hard for you right? (Oh dear...the number n00bs

---

who don't use Radar in APB, now we can add MadRock into it. xxx+1)

---

---

Subject: Re: Radar Map HUDs  
Posted by [Sir Kane](#) on Wed, 12 Dec 2007 17:17:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

He doesn't even know the plural of HUD, nor does he know about the ' button.

---

---

Subject: Re: Radar Map HUDs  
Posted by [The Elite Officer](#) on Wed, 12 Dec 2007 17:17:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sadukar09 wrote on Wed, 12 December 2007 10:47MadRockz wrote on Wed, 12 December 2007 09:42Sir Kane wrote on Wed, 12 December 2007 09:39I've been experiencing the same problem with my HUD.

haha cause Both HUD's sucks... i play without Radar cuz it's not usefull and looks gay  
Because finding enemy units with radar is too hard for you right? (Oh dear...the number n00bs  
who don't use Radar in APB, now we can add MadRock into it. xxx+1)

I don't know if I should say good one or that was lame and crappy.

---

---

Subject: Re: Radar Map HUDs  
Posted by [DL60](#) on Wed, 12 Dec 2007 17:26:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:The HUD is pretty nice, but you can't see when you or you're vehicle is about to die, you have to play attention to you're armor and health to even notice it. Maybe you can use some colors to fix this, like the green, yellow, red on the original HUD?

Thats why I made my HUD very clear. Simple design without eye-candy and with simple colors. Now I play a bit more with the radar because the old Renegade-radar is so small on my resolution.

By the way the health/armor bar bis is longer than normal because I was promoted to Sergeant on the RenCom-Server. When I get more health/armor because of a promotion the bars become longer. I can't fix that but its only on this server. When I get health/armor medals the bars doesn't become longer.

---

---

Subject: Re: Radar Map HUDs

---

Posted by [Sir Kane](#) on Wed, 12 Dec 2007 18:02:30 GMT

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---

Not bad. But that bar stuff needs some lerp.

---

---

Subject: Re: Radar Map HUDs

Posted by [DL60](#) on Wed, 12 Dec 2007 19:31:15 GMT

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---

Maybe I fix that when I have more time for this or know how to (only happens on servers which changed health/armor of their chars). It was made quick - the most important thing was that the main parts work.

---

---

Subject: Re: Radar Map HUDs

Posted by [sadukar09](#) on Wed, 12 Dec 2007 20:22:35 GMT

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---

The Elite Officer wrote on Wed, 12 December 2007 11:17sadukar09 wrote on Wed, 12 December 2007 10:47MadRockz wrote on Wed, 12 December 2007 09:42Sir Kane wrote on Wed, 12 December 2007 09:39I've been experiencing the same problem with my HUD.  
haha cause Both HUD's sucks... i play without Radar cuz it's not usefull and looks gay  
Because finding enemy units with radar is too hard for you right? (Oh dear...the number n00bs who don't use Radar in APB, now we can add MadRock into it. xxx+1)

I don't know if I should say good one or that was lame and crappy.

Because you are the best player in APB right?

---

---

Subject: Re: Radar Map HUDs

Posted by [SSADMVR](#) on Wed, 12 Dec 2007 20:36:48 GMT

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---

DeathLink6.0 wrote on Wed, 12 December 2007 11:26Quote:The HUD is pretty nice, but you can't see when you or you're vehicle is about to die, you have to play attention to you're armor and health to even notice it. Maybe you can use some colors to fix this, like the green, yellow, red on the original HUD?

Thats why I made my HUD very clear. Simple design without eye-candy and with simple colors. Now I play a bit more with the radar because the old Renegade-radar is so small on my resolution.

By the way the health/armor bar bis is longer than normal because I was promoted to Sergeant on the RenCom-Server. When I get more health/armor because of a promotion the bars become longer. I can't fix that but its only on this server. When I get health/armor medals the bars doesn't

become longer.

Gimme plx.

---

---

Subject: Re: Radar Map HUDs

Posted by [mrÅ£Ä\\$Ä·z](#) on Wed, 12 Dec 2007 21:08:01 GMT

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---

ehmm how do u changed the font? it dont works for me and i dont know why i changed the ARI\_\_\_\_.tff and the other1 but its still the old font

---

---

Subject: Re: Radar Map HUDs

Posted by [Starbuzz](#) on Wed, 12 Dec 2007 21:25:00 GMT

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---

IronWarrior wrote on Sun, 09 December 2007 17:57BowseR wrote on Sun, 09 December 2007 17:40No doubt that HUD is probably the best I've seen...but I don't know whats the newest scripts.dll is, could someone post a link for me?

Thanks in advance.

Game-Maps.NET - Scripts 3.4.4

Thank you!

---

---

Subject: Re: Radar Map HUDs

Posted by [Renx](#) on Wed, 12 Dec 2007 23:34:04 GMT

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---

MadRockz wrote on Wed, 12 December 2007 17:08ehmm how do u changed the font? it dont works for me and i dont know why i changed the ARI\_\_\_\_.tff and the other1 but its still the old font

stylemgr.ini in the data folder.

---

---

Subject: Re: Radar Map HUDs

Posted by [Slave](#) on Thu, 13 Dec 2007 00:38:31 GMT

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---

Here's an orthographic radarmap for Hourglass.  
It has the tunnels marked.

Toggle Spoiler

## File Attachments

---

1) [radarmap\\_hourglass.png](#), downloaded 1172 times





Subject: Re: Radar Map HUDs  
Posted by [Gen\\_Blacky](#) on Thu, 13 Dec 2007 02:10:40 GMT  
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---

Slave wrote on Wed, 12 December 2007 18:38Here's an orthographic radarmap for Hourglass.  
It has the tunnels marked.

Toggle Spoiler

HeHe slave u put your bunny

---

---

Subject: Re: Radar Map HUDs  
Posted by [Dreganius](#) on Thu, 13 Dec 2007 09:18:09 GMT  
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---

I'll be honest. I'm suprised you haven't made one for RP2 yet, Canada!

Also, check your PM box.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Canadacdn](#) on Fri, 14 Dec 2007 03:55:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dreganius wrote on Thu, 13 December 2007 03:18I'll be honest. I'm suprised you haven't made one for RP2 yet, Canada!

Also, check your PM box.

I would, but HUD.ini doesn't work with maps. You would have to download it separately.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Slave](#) on Fri, 14 Dec 2007 18:40:09 GMT  
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---

Updated version of hourglass' radarmap.  
Changes are obvious.

Depending on the uselessness of what I'm doing, I might do the same for other maps.

And Blacky, it's more of a cat really.  
Toggle Spoiler

### File Attachments

1) [radarmap\\_hourglass.png](#), downloaded 1579 times

---





Subject: Re: Radar Map HUDs  
Posted by [Gen\\_Blacky](#) on Sat, 15 Dec 2007 04:08:15 GMT  
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---

Slave wrote on Fri, 14 December 2007 10:40

And Blacky, it's more of a cat really.  
Toggle Spoiler

some how I think I have been told that over 10 times.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Slave](#) on Sat, 15 Dec 2007 17:30:36 GMT  
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---

I figured I had to rotate the radarmap 90 degrees to the left, but I'm unable to figure out the values in C&C\_Hourglass.ini to get it right.

When I set ScrollingMapScale to 2.85 , objects like nukes and turrets seem to be firmly placed on the radar map and stay in place when I move around, but when I do move around, the radarmap scrolls too slow.

Do I just have to find some magic number, or is the way I made my radarmap image simply fucked up? Hilfe bitte.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Craziac](#) on Sat, 15 Dec 2007 22:32:54 GMT  
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---

Canadacdn, can you read your PM folder? No one here seems to notice my questions

---

---

Subject: Re: Radar Map HUDs  
Posted by [rhuarc](#) on Sat, 15 Dec 2007 22:56:24 GMT  
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---

for your first question i had that too, i think i replaced the hud.ini

---

---

Subject: Re: Radar Map HUDs  
Posted by [Craziac](#) on Sun, 16 Dec 2007 05:55:04 GMT  
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---

With the version from the Radar Download, or from somewhere else? o.o

EDIT: I only ask because I replaced every file from the download file already.

---

---

Subject: Re: Radar Map HUDs

Posted by [Tunaman](#) on Sun, 16 Dec 2007 08:39:41 GMT

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---

Slave wrote on Sat, 15 December 2007 12:30I figured I had to rotate the radarmap 90 degrees to the left, but I'm unable to figure out the values in C&C\_Hourglass.ini to get it right.

When I set ScrollingMapScale to 2.85 , objects like nukes and turrets seem to be firmly placed on the radar map and stay in place when I move around, but when I do move around, the radarmap scrolls too slow.

Do I just have to find some magic number, or is the way I made my radarmap image simply fucked up? Hilfe bitte.

I remember having this problem, and fixing it as well.. I just don't remember how.

I think there is a value that you need to change in hud.ini to make it work right.

---

---

Subject: Re: Radar Map HUDs

Posted by [rhuarc](#) on Sun, 16 Dec 2007 08:53:43 GMT

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---

oh im not sure then stewie..

i need to know how to change it for other resolutions though lol

---

---

Subject: Re: Radar Map HUDs

Posted by [crazfulla](#) on Sun, 16 Dec 2007 15:26:53 GMT

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---

Slave wrote on Fri, 14 December 2007 12:40Updated version of hourglass' radarmap. Changes are obvious.

Depending on the uselessness of what I'm doing, I might do the same for other maps.

And Blacky, it's more of a cat really.

Toggle Spoiler

could you do some for the CP maps?

---

---

Subject: Re: Radar Map HUDs

---

Posted by [Craziac](#) on Sun, 16 Dec 2007 18:55:25 GMT

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---

rhurc, could you PM or post your HUD.ini so I can see if I have any faulty settings in?

And crazfulla, you should add rpgmod12 to your list of retards of the year.

---

---

Subject: Re: Radar Map HUDs

Posted by [Craziac](#) on Sun, 16 Dec 2007 22:34:45 GMT

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---

Sorry for the double post but I think I figured out why it wasn't working.

The server side hud.ini wasn't properly configured... that's probably it. When I host locally or in Skirmish, it works fine.

---

---

Subject: Re: Radar Map HUDs

Posted by [crazfulla](#) on Mon, 17 Dec 2007 05:59:27 GMT

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---

Stewie wrote on Sun, 16 December 2007 12:55And crazfulla, you should add rpgmod12 to your list of retards of the year.

I was thinking about adding Horqueer & Maudib15 tbh

Only the best tards go platinum.

Anyways I love my fanmade maps, (newmaps servers ftw)  
so any radarmaps people could supply would be appreciated.

---

---

Subject: Re: Radar Map HUDs

Posted by [nopol10](#) on Mon, 17 Dec 2007 08:53:36 GMT

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---

How's my HUD?

That's for the TI-89 Titanium calculator, hehe.

---

---

Subject: Re: Radar Map HUDs

Posted by [IronWarrior](#) on Mon, 17 Dec 2007 13:51:04 GMT

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---

I've noticed using this hud, on some maps, the map is missing, but join an other server running the same map, it shows.

I think if the server is modded, it won't work.

Not sure?

---

---

Subject: Re: Radar Map HUDs  
Posted by [Starbuzz](#) on Mon, 17 Dec 2007 14:35:00 GMT  
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---

TBH, I think I will stick with the original built-in hud that came with Renegade.

---

---

Subject: Re: Radar Map HUDs  
Posted by [IronWarrior](#) on Mon, 17 Dec 2007 14:36:36 GMT  
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---

Well, what Reborn told me, that the server also has to have hud.ini or it won't work.

Guess I need to install a default Renegade for classic play.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Dreganius](#) on Mon, 17 Dec 2007 15:23:59 GMT  
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---

that or you could get to work on Ren40k!

\*Snaps whip\*

---

---

Subject: Re: Radar Map HUDs  
Posted by [Slave](#) on Mon, 17 Dec 2007 17:45:50 GMT  
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---

crazfulla wrote on Sun, 16 December 2007 09:26 could you do some for the CP maps?

Yes, I could, but not before it is proven to me that creating more of those ortho maps is any use. Making those maps takes a bit of time, and right now, I don't have a whole lot of it.

I just want to be sure that they work, one way or another. I have not really looked into it in the last few days, but last time I tried, I could not get my image to work right.

I also hate it when the forums lag out, just when I'm about to post, forcing me to rewrite my text.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Sir Kane](#) on Mon, 17 Dec 2007 18:02:18 GMT  
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---

Slave wrote on Fri, 14 December 2007 12:40Updated version of hourglass' radarmap.  
Changes are obvious.

Depending on the uselessness of what I'm doing, I might do the same for other maps.

And Blacky, it's more of a cat really.  
Toggle Spoiler  
What happened to the trees?

---

---

Subject: Re: Radar Map HUDs  
Posted by [Jerad2142](#) on Mon, 17 Dec 2007 18:03:37 GMT  
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---

It must be a RenX screen shot, because the shadows are there, just not the trees.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Slave](#) on Mon, 17 Dec 2007 20:01:42 GMT  
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---

The trees together with the turrets are leveledit stuff, wich I didn't use.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Sir Kane](#) on Mon, 17 Dec 2007 21:34:02 GMT  
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---

W3Dviewer!

---

---

Subject: Re: Radar Map HUDs  
Posted by [YSLMuffins](#) on Mon, 17 Dec 2007 22:42:38 GMT  
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---

Here's hoping that this thread may remain unlocked.

---

---

Subject: Re: Radar Map HUDs  
Posted by [renalpha](#) on Mon, 17 Dec 2007 23:58:46 GMT  
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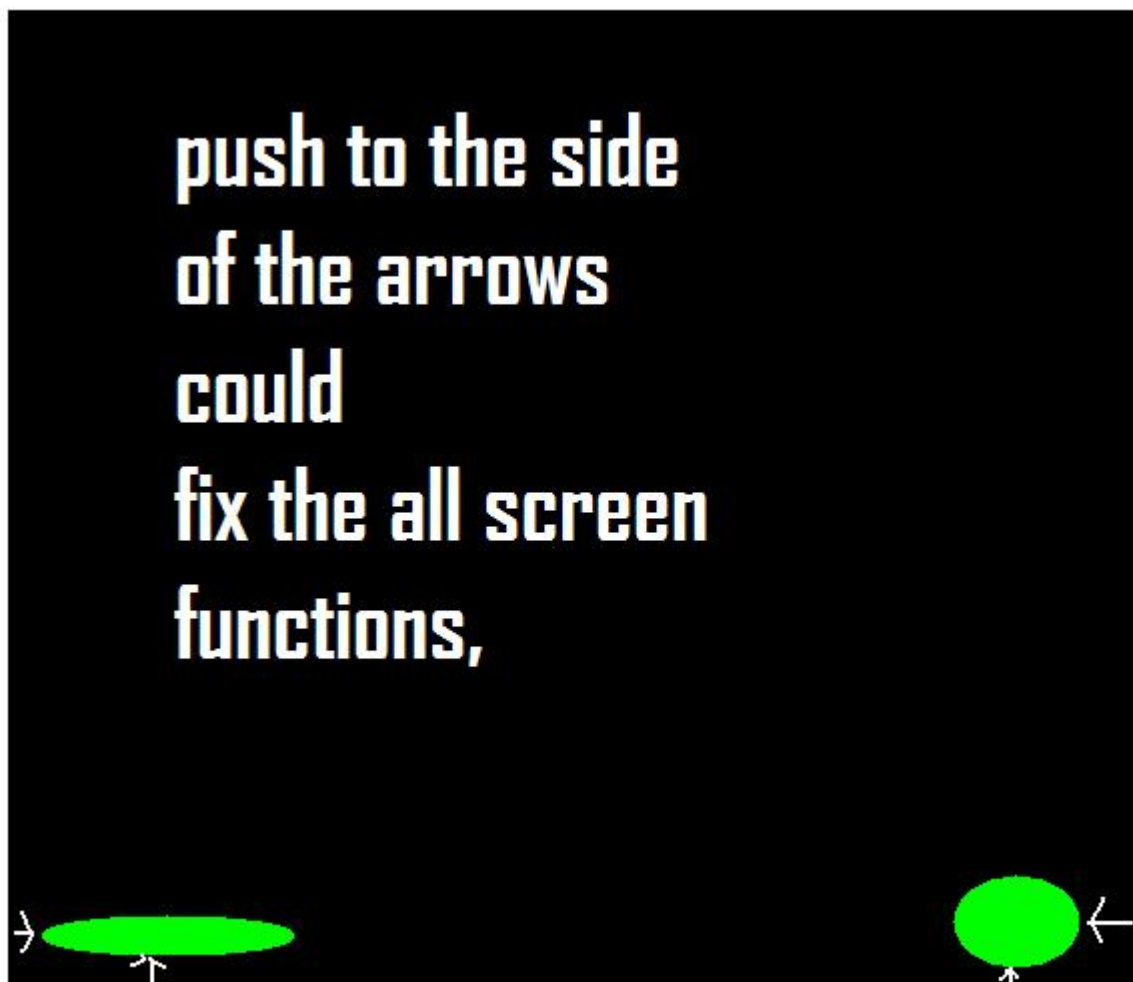
---

about the positioning  
what if we could play with this  
explanation in picvture

## File Attachments

---

1) [exm.JPG](#), downloaded 1035 times



---

Subject: Re: Radar Map HUDs  
Posted by [Slave](#) on Tue, 18 Dec 2007 01:20:12 GMT  
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---

I don't really understand what you're trying to say. But if my interpretation is correct, I would say that's already possible. Deathlink's hud for example, seems to be independant of resolution.

Also, yes w3dview



Also,  
Toggle Spoiler  
Over 1 mb, so had to use imageshack

That's the last one for now, for testing purposes, until I'm positive they actually work and serve a purpose.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Scrin](#) on Tue, 18 Dec 2007 09:03:56 GMT  
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---

i want to know how Dlink make his cred/\$ pos, and change whole font.....

---

---

Subject: Re: Radar Map HUDs  
Posted by [DL60](#) on Tue, 18 Dec 2007 14:43:28 GMT  
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---

Quote:Deathlink's hud for example, seems to be independant of resolution.

Yes it is. Read bhs.txt carefully. Here a quote:

Quote:Also, hud.ini now contains features to totally customize the HUD.  
Any time you are setting a screen position (e.g. HealthXPos), if you pass a, it will move that many units in from the bottom right of the screen, otherwise it moves from the top left of the screen)  
This is so you can build HUDs with items in bottom and left corners whilst remaining independant of screen resolution.

---

---

Subject: Re: Radar Map HUDs  
Posted by [argathol3](#) on Tue, 18 Dec 2007 21:29:28 GMT  
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---

where is the islands map for the hud? Could anybody make that or not?

---

---

Subject: Re: Radar Map HUDs  
Posted by [Sir Kane](#) on Tue, 18 Dec 2007 22:19:26 GMT  
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---

Slave posted it above.

---

---

Subject: Re: Radar Map HUDs

---



Posted by [argathol3](#) on Tue, 18 Dec 2007 23:46:10 GMT

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---

ftp://ftpfiles.ren-archive.com/Game2007-12-18-16-20-36-06.pn g

make the hud smaller?

look at link I posted the radar and everything is smaller...any way u can do that in order for it to be like that?

---

---

Subject: Re: Radar Map HUDs

Posted by [IronWarrior](#) on Wed, 19 Dec 2007 02:26:21 GMT

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---

Was abit slow adding them, but you can now download the Hud here: Game-Maps.NET

---

---

Subject: Re: Radar Map HUDs

Posted by [rhuarc](#) on Wed, 19 Dec 2007 03:09:26 GMT

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---

what would i change to get it for 800x600?

:/

---

---

Subject: Re: Radar Map HUDs

Posted by [Sir Kane](#) on Wed, 19 Dec 2007 05:57:18 GMT

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---

Another one with Sponge Bob C4, how sad.

---

---

Subject: Re: Radar Map HUDs

Posted by [Rocko](#) on Wed, 19 Dec 2007 06:08:59 GMT

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---

Sir Kane wrote on Wed, 19 December 2007 00:57Another one with Sponge Bob C4, how sad.  
u got a problem with spongebob fatty

---

---

Subject: Re: Radar Map HUDs

Posted by [Dreganius](#) on Wed, 19 Dec 2007 06:47:25 GMT

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---

The Spongebob C4 is pathetic.

I'd much rather something that's realistic, like the current one.

---

---

Subject: Re: Radar Map HUDs  
Posted by [argathol3](#) on Wed, 19 Dec 2007 21:04:40 GMT  
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---

rhurarc wrote on Tue, 18 December 2007 21:09what would i change to get it for 800x600?  
:/

---

---

Subject: Re: Radar Map HUDs  
Posted by [rhurarc](#) on Fri, 21 Dec 2007 04:42:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

um

really who cares what skins people have or if you think they look bad, theyre not yours so dont comment tbh

---

---

Subject: Re: Radar Map HUDs  
Posted by [Trio](#) on Fri, 21 Dec 2007 05:42:10 GMT  
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---

In order to make that HUD work on 800x600, it would take some serious work, unless you wanted it all crammed together.

arg, stop being a homo and upgrade your 1988 monitor.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Ethenal](#) on Fri, 21 Dec 2007 05:44:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Trio wrote on Thu, 20 December 2007 23:42In order to make that HUD work on 800x600, it would take some serious work, unless you wanted it all crammed together.

arg, stop being a homo and upgrade your 1988 monitor.

I use 800x600... because my comp sucks.

---

---

Subject: Re: Radar Map HUDs  
Posted by [Scrin](#) on Fri, 21 Dec 2007 11:59:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ethenal wrote on Thu, 20 December 2007 23:44Trio wrote on Thu, 20 December 2007 23:42In order to make that HUD work on 800x600, it would take some serious work, unless you wanted it all crammed together.

arg, stop being a homo and upgrade your 1988 monitor.

I use 800x600... because my comp sucks.  
comp sucks for halo 3....?

---

---

Subject: Re: Radar Map HUDs  
Posted by [Dreganius](#) on Fri, 21 Dec 2007 12:04:03 GMT  
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You can play Halo 3 on an X-Box 360 as well.

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Subject: Re: Radar Map HUDs  
Posted by [argathol3](#) on Fri, 21 Dec 2007 12:40:03 GMT  
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We will see Trio.

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Subject: Re: Radar Map HUDs  
Posted by [Trio](#) on Sat, 22 Dec 2007 11:48:38 GMT  
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Scrin wrote on Fri, 21 December 2007 05:59Ethenal wrote on Thu, 20 December 2007 23:44Trio wrote on Thu, 20 December 2007 23:42In order to make that HUD work on 800x600, it would take some serious work, unless you wanted it all crammed together.

arg, stop being a homo and upgrade your 1988 monitor.

I use 800x600... because my comp sucks.  
comp sucks for halo 3....?  
You don't play Halo 3 on the computer dumbass.

---

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Subject: Re: Radar Map HUDs  
Posted by [Scrin](#) on Sat, 22 Dec 2007 18:23:23 GMT  
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Trio wrote on Sat, 22 December 2007 05:48Scrin wrote on Fri, 21 December 2007 05:59Ethenal wrote on Thu, 20 December 2007 23:44Trio wrote on Thu, 20 December 2007 23:42In order to make that HUD work on 800x600, it would take some serious work, unless you wanted it all crammed together.

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You don't play Halo 3 on the computer dumbass.  
stfu old gay, my ref flames is LmOwNeD yours  
and wtf jelos my topic?

---

Subject: Re: Radar Map HUDs  
Posted by [sadukar09](#) on Sat, 22 Dec 2007 18:30:23 GMT  
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Scrin wrote on Sat, 22 December 2007 12:23Trio wrote on Sat, 22 December 2007 05:48Scrin wrote on Fri, 21 December 2007 05:59Ethenal wrote on Thu, 20 December 2007 23:44Trio wrote on Thu, 20 December 2007 23:42In order to make that HUD work on 800x600, it would take some serious work, unless you wanted it all crammed together.

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You don't play Halo 3 on the computer dumbass.  
stfu old gay, my ref flames is LmOwNeD yours  
and wtf jelos my topic?

Scrin:lolollll ur jelos!!!!111one11111eleven!1111

Old gay? Wtf?

You must be cool, being misunderstood by everyone, even Russians.

---

Subject: Re: Radar Map HUDs  
Posted by [Sir Kane](#) on Sat, 22 Dec 2007 18:31:11 GMT  
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This shit is still going on?  
It's stfu o' clock.

---

---

Subject: Re: Radar Map HUDs  
Posted by [sadukar09](#) on Sat, 22 Dec 2007 18:32:06 GMT  
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Sir Kane wrote on Sat, 22 December 2007 13:31 This shit is still going on?  
It's stfu o' clock.  
Haha.

---

---

Subject: Re: Radar Map HUDs  
Posted by [rhuarc](#) on Sat, 22 Dec 2007 22:54:35 GMT  
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Scrin wrote on Sat, 22 December 2007 13:23  
and wtf jelos my topic?

uh.. wht tpic?

---

---

Subject: Re: Radar Map HUDs  
Posted by [Trio](#) on Sun, 23 Dec 2007 04:17:06 GMT  
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Scrin wrote on Sat, 22 December 2007 12:23 Trio wrote on Sat, 22 December 2007 05:48 Scrin wrote on Fri, 21 December 2007 05:59 Ethenal wrote on Thu, 20 December 2007 23:44 Trio wrote on Thu, 20 December 2007 23:42 In order to make that HUD work on 800x600, it would take some serious work, unless you wanted it all crammed together.

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stfu old gay, my ref flames is LmOwNeD yours  
and wtf jelos my topic?

He still thinks it's funny and that I care that he stole my skin idea a year ago.  
Toggle Spoiler

Your still the cheating faggot you were back in the Non00bs days.  
I couldn't help but burst into laughter when renalpha stole your skins.

---

---

Subject: Re: Radar Map HUDs

Posted by [Canadacdn](#) on Sun, 23 Dec 2007 04:33:24 GMT

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You guys seem to cock up every thread in this entire forum with your nonsense.

---

---

Subject: Re: Radar Map HUDs

Posted by [Ethenal](#) on Sun, 23 Dec 2007 08:01:11 GMT

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Canadacdn wrote on Sat, 22 December 2007 22:33 You guys seem to cock up every thread in this entire forum with your nonsense.

Shall we bring out the plecos?

---

---

Subject: Re: Radar Map HUDs

Posted by [Oblivion165](#) on Sun, 23 Dec 2007 09:12:46 GMT

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and that doesn't?

---

---

Subject: Re: Radar Map HUDs

Posted by [sadukar09](#) on Sun, 23 Dec 2007 13:16:54 GMT

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Too late.

---

---

Subject: Re: Radar Map HUDs

Posted by [Ethenal](#) on Sun, 23 Dec 2007 16:20:12 GMT

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Oblivion165 wrote on Sun, 23 December 2007 03:12 and that doesn't?

This thread is useless, it's just a bunch of arguing over a HUD that isn't really that big of a deal (And the mods refuse to lock anything).

---

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Subject: Re: Radar Map HUDs

Posted by [sadukar09](#) on Sun, 23 Dec 2007 16:21:38 GMT

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Subject: Re: Radar Map HUDs  
Posted by [renalpha](#) on Sun, 23 Dec 2007 16:58:15 GMT  
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---

teh plecos are them keep tha topic cosher

---

---

Subject: Re: Radar Map HUDs  
Posted by [Scrin](#) on Sun, 23 Dec 2007 19:15:31 GMT  
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---

sadukar09 wrote on Sun, 23 December 2007 10:21

rofl, nice pic

---

---

Subject: Re: Radar Map HUDs  
Posted by [Canadacdn](#) on Sun, 23 Dec 2007 19:51:36 GMT  
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sadukar09 wrote on Sun, 23 December 2007 10:21

Holy shit!

---

---

Subject: Re: Radar Map HUDs  
Posted by [Scrin](#) on Sun, 23 Dec 2007 21:45:14 GMT  
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Canadacdn wrote on Sun, 23 December 2007 13:51sadukar09 wrote on Sun, 23 December 2007 10:21

Holy shit!  
this is kevin-sadukar-teh dune

---

---

Subject: Re: Radar Map HUDs  
Posted by [sadukar09](#) on Sun, 23 Dec 2007 22:45:39 GMT  
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Scrin wrote on Sun, 23 December 2007 15:45Canadacdn wrote on Sun, 23 December 2007 13:51sadukar09 wrote on Sun, 23 December 2007 10:21

Holy shit!  
this is kevin-sadukar-teh dune  
The power of Google, are communists all stupid and behind in technology like you?

---

---

Subject: Re: Radar Map HUDs  
Posted by [Scrin](#) on Mon, 24 Dec 2007 00:30:02 GMT  
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sadukar09 wrote on Sun, 23 December 2007 22:45Scrin wrote on Sun, 23 December 2007 15:45Canadacdn wrote on Sun, 23 December 2007 13:51sadukar09 wrote on Sun, 23 December 2007 10:21

Holy shit!  
this is kevin-sadukar-teh dune  
The power of Google, are communists all stupid and behind in technology like you?  
nope, only saDDukarists

---

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Subject: Re: Radar Map HUDs  
Posted by [Muad Dib15](#) on Mon, 24 Dec 2007 00:38:19 GMT  
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Sadukar, wdhat have I asked you to do?

btw, these huds aren't renguard approved, if you could realease a patch with all the mainstream maps and have it all renguard apporved, that would be great.

---

---

Subject: Re: Radar Map HUDs  
Posted by [sadukar09](#) on Mon, 24 Dec 2007 00:48:51 GMT  
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Nothing at all.

---

---

Subject: Re: Radar Map HUDs  
Posted by [DutchNeon](#) on Sun, 13 Jan 2008 16:36:10 GMT  
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Any1 found a good working islands? I have been trying it with slave's Island but i cant get the scale right, when i spawn in the airstrip, i spawn on the strip where the cargo drops according to the HUD :\

Also, sometimes it looks like the turrets move, so when you walk away from them, they move away too (litterly) and, for example, the turret at city flying then appears on the strip for some time.

---

---

Subject: Re: Radar Map HUDs  
Posted by [IronWarrior](#) on Fri, 09 May 2008 21:37:11 GMT  
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Canadacdn wrote on Sun, 09 December 2007 00:19 Seeing as everyone is going apeshit over these radar HUDs, I thought I'd make a topic about the one I released.

They only come in two resolutions right now, 1024x768 and 1280x1024.

Make sure you are running the newest scripts.dll or it won't display properly.

Download 1024x768 HUD

Download 1280x1024 HUD

None of this would be possible without Silent Kane, Jonwil, and Scrin, so thank them too.

Make sure to download Roleplay 2 afterward!

Canadacdn, any chance you could do one in 1600x1200 please?

I use dual screen so am forced to keep this res in the game or the second screen goes abit gay on me.

---

Subject: Re: Radar Map HUDs  
Posted by [Dreganius](#) on Sat, 10 May 2008 05:07:51 GMT  
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I think Canada stole it off Scrin, who stole it off someone else, who stole it off this guy, who stole it off..

Well I don't think we know the person who created the original.

---

Subject: Re: Radar Map HUDs  
Posted by [IronWarrior](#) on Sat, 10 May 2008 05:50:56 GMT  
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Yeah I know all about that, but I have zero interest.

I just need a resize on it please.

---

Subject: Re: Radar Map HUDs  
Posted by [Canadacdn](#) on Sat, 10 May 2008 06:22:18 GMT

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-DM-Karandras wrote on Sat, 10 May 2008 00:07I think Canada stole it off Scrin, who stole it off someone else, who stole it off this guy, who stole it off..

Well I don't think we know the person who created the original.

I got the HUD data from Scrin, then made my own and released it so people would stop waving their cocks around showing off their unique HUDs. Now everyone can have one.

---

---

Subject: Re: Radar Map HUDs  
Posted by [DL60](#) on Sat, 10 May 2008 07:52:40 GMT  
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Quote:Now everyone can have one.

It was already possible make your own hud without the released huds. Jonwil described the possible commands in a hud.ini in bhs.txt

Those who made the first huds were able to read and had the patience to create such a hud.

Reading & understanding is a real advantage. With this you all would know how you can make huds independet from the screen solution. You find the necessary information in bhs.txt... take a close look what happens when you write negative values in XPos YPos commands...

---

---

Subject: Re: Radar Map HUDs  
Posted by [Scrin](#) on Sat, 10 May 2008 10:37:42 GMT  
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DeathLink6.0 wrote on Sat, 10 May 2008 02:52Quote:Now everyone can have one.

It was already possible make your own hud without the released huds. Jonwil described the possible commands in a hud.ini in bhs.txt

Those who made the first huds were able to read and had the patience to create such a hud.

Reading & understanding is a real advantage. With this you all would know how you can make huds independet from the screen solution. You find the necessary information in bhs.txt... take a close look what happens when you write negative values in XPos YPos commands... perfected explanations (you right m8)

---

---

Subject: Re: Radar Map HUDs  
Posted by [Vancer2](#) on Sat, 10 May 2008 14:44:15 GMT  
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aarrrrrrrrrg not the plecos

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