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Subject: Faction HUDs  
Posted by [Poskov](#) on Sat, 19 Apr 2008 02:03:56 GMT  
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how do you make each side have it's own hud like reborn?  
  
(Nod has red, GDI has silver)

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Subject: Re: Faction HUDs  
Posted by [EA-DamageEverything](#) on Sat, 19 Apr 2008 15:35:56 GMT  
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I don't think that this is possible. Because if it would, someone would have created team HUDs years ago.

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Subject: Re: Faction HUDs  
Posted by [\\_SSnipe\\_](#) on Sat, 19 Apr 2008 15:46:37 GMT  
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maybe they can still crate a script? its an idea.

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Subject: Re: Faction HUDs  
Posted by [IAmFenix](#) on Mon, 21 Apr 2008 15:30:21 GMT  
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It can be done, you just need to modify each faction character.  
It would also have to be in .pkg format.

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Subject: Re: Faction HUDs  
Posted by [The Executor](#) on Wed, 23 Apr 2008 17:34:09 GMT  
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so like instead of the main hud, cnc\_hud.dds there would be like a team hud attached to each nod and gdi character? Like cnc\_hud\_nod.dds and cnc\_hud\_gdi.dds? that is possible with a JFW script. Something like JFW\_Set\_Player\_Hud or something like that.

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Subject: Re: Faction HUDs  
Posted by [HeavyX101- Left](#) on Wed, 23 Apr 2008 22:20:41 GMT  
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reborn team have already done it u might want to ask them

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Subject: Re: Faction HUDs

Posted by [EA-DamageEverything](#) on Thu, 24 Apr 2008 10:48:20 GMT

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HeavyX101 wrote on Thu, 24 April 2008 00:20: reborn team have already done it u might want to ask them You haven't read the first post, did you?

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Subject: Re: Faction HUDs

Posted by [HeavyX101- Left](#) on Thu, 24 Apr 2008 10:59:57 GMT

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he edited it after i posted it  
so dont blame me for that

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Subject: Re: Faction HUDs

Posted by [EA-DamageEverything](#) on Thu, 24 Apr 2008 11:14:05 GMT

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Ups, damnit. I am sorry, now I didn't recognize the EDIT...

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Subject: Re: Faction HUDs

Posted by [The Executor](#) on Thu, 24 Apr 2008 16:32:53 GMT

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I see, well like it was said earlier. Just attach a script to all the different teamed solids and then there correct hud.

However it still seems like a lot of work for just a simple HUD change.

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Subject: Re: Faction HUDs

Posted by [Samous Mods](#) on Thu, 24 Apr 2008 17:17:26 GMT

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The Executor wrote on Thu, 24 April 2008 12:32 I see, well like it was said earlier. Just attach a script to all the different teamed solids and then there correct hud.

However it still seems like a lot of work for just a simple HUD change.

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also same thing need to do to get diffrent autorifles for nod and gdi ....

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Subject: Re: Faction HUDs  
Posted by [jnz](#) on Thu, 24 Apr 2008 17:24:23 GMT  
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It can be done with a small edit to scripts.dll

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Subject: Re: Faction HUDs  
Posted by [\\_SSnipe\\_](#) on Thu, 24 Apr 2008 17:42:37 GMT  
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RoShamBo wrote on Thu, 24 April 2008 10:24It can be done with a small edit to scripts.dll  
how so? can it be done client side? for i can go to servers and have it like that and only me....if so  
tell me how id love it..

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Subject: Re: Faction HUDs  
Posted by [jnz](#) on Thu, 24 Apr 2008 17:53:03 GMT  
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well, it's easily possible to change the hud.ini it reads from depending on team. not sure if you can  
update the hud itself easily though.

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Subject: Re: Faction HUDs  
Posted by [The Executor](#) on Thu, 24 Apr 2008 19:52:07 GMT  
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E3 Beta M01.mix wrote on Thu, 24 April 2008 12:17The Executor wrote on Thu, 24 April 2008  
12:32 I see, well like it was said earlier. Just attach a script to all the diffrent teamed solider and  
then there correct hud.

However is still seems like a lot of work for just a simple HUD change.  
also same thing need to do to get diffrent autorifles for nod and gdi ....

No, not the same way. You enter the weapon for the character, in this case the type of autorifle, in  
the "WeaponDefID" field on the setting tab or the unit or character.

In this case it is a medium tank, but still the same principle. The weapon (Ammo for a vech) goes  
in the weapon field.

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## File Attachments

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1) [MRLS\\_Rotatable\\_Turret\\_Med\\_Tank\\_Setting.png](#), downloaded 317 times

