Subject: Hud
Posted by pe21789 on Mon, 05 May 2008 12:38:35 GMT

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cAmpa is popular for his great work on the RenCom Marathon and Atomix-Gaming.

And now, he is making a new hud!

ChangeList:
- Fixed a memleak in shaders.dll from scripts 3.44.
- Fixed that crashbug when you enter a vehicle with the "weaponimage" function on.
- Added new feature, building status display.
- Added Harvester to building status.

File Attachments
1) ScreenShot189.jpg, downloaded 1725 times

Subject: Re: Hud
Posted by IronWarrior on Mon, 05 May 2008 12:59:55 GMT

Seems pretty cool.

Subject: Re: Hud
Posted by _SSnipe_ on Mon, 05 May 2008 13:48:47 GMT

i like it alot can i PLEASE have it? iv been wondering so long on how to make these i have so many ideas but coming up with nothing

---

Subject: Re: Hud
Posted by argathol3 on Mon, 05 May 2008 13:52:32 GMT

Post link immediately...wow

Subject: Re: Hud
Posted by Scrin on Mon, 05 May 2008 14:36:40 GMT

nice

Subject: Re: Hud
Posted by mrÃ£Ã§Ä·z on Mon, 05 May 2008 14:37:54 GMT

These Radar Hud´s are annoying, and my Building HP Display was just a bit bugged... now i got pissed of these damn HUDs (>_>)

Subject: Re: Hud
Posted by Lone0001 on Mon, 05 May 2008 16:05:26 GMT

The only thing I hate about these huds is the radar, when you are on a map it is not made to use it is pretty useless.

Subject: Re: Hud
Posted by mrÃ£Ã§Ä·z on Mon, 05 May 2008 16:50:42 GMT

<>

{SB}Lone0001 wrote on Mon, 05 May 2008 11:05The only thing I hate about these huds is the radar, when you are on a map it is not made to use it is pretty useless.
Exactly

Subject: Re: Hud
Posted by Canadacdn on Mon, 05 May 2008 17:41:43 GMT
<>

That's a nice looking HUD.

Subject: Re: Hud
Posted by Goztow on Mon, 05 May 2008 18:25:21 GMT
<>

Nice cheat showing you all building's health at the right.

Quote:to gain an unfair advantage in multiplayer competition

Subject: Re: Hud
Posted by renalpha on Mon, 05 May 2008 19:19:50 GMT
<>

press K and u got that too

Subject: Re: Hud
Posted by Di3HardNL on Mon, 05 May 2008 19:30:46 GMT
<>

What memleak does it fix exactly?

Subject: Re: Hud
Posted by Slave on Mon, 05 May 2008 20:16:11 GMT
<>

I read
Quote:he is making
not
Quote:he has finished

Nice work in progress so far.

Subject: Re: Hud
Posted by Veyrdite on Tue, 06 May 2008 11:07:33 GMT
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Must...refrain...awe...

Subject: Re: Hud
Posted by rrutk on Tue, 06 May 2008 11:26:59 GMT
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this will be a great hud!

Subject: Re: Hud
Posted by IronWarrior on Tue, 06 May 2008 11:42:34 GMT
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{SB}Lone0001 wrote on Mon, 05 May 2008 11:05The only thing I hate about these huds is the
radar, when you are on a map it is not made to use it is pretty useless.

Yeah, that's why I have three versions of Renegade installed, under the names, default, custom
and test.

Subject: Re: Hud
Posted by Goztow on Tue, 06 May 2008 13:49:56 GMT
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renalpha wrote on Mon, 05 May 2008 21:19press K and u got that too
Try moving/shooting/repairing/seeing people sneak in/... while you press K. Oh right, you can't...

Subject: Re: Hud
Posted by _SSnipe_ on Tue, 06 May 2008 14:03:03 GMT
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pe21789 wrote on Mon, 05 May 2008 05:38
ChangeList:
- Fixed a memleak in shaders.dll from scripts 3.44.

what memory leak is that? something we should know about?

Subject: Re: Hud
Posted by cAmpa on Tue, 06 May 2008 14:54:30 GMT
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SSnipe wrote on Tue, 06 May 2008 16:03pe21789 wrote on Mon, 05 May 2008 05:38
ChangeList:
- Fixed a memleak in shaders.dll from scripts 3.44.

what memory leak is that? something we should know about?

One of lots i guess.

Subject: Re: Hud
Posted by The Executor on Tue, 06 May 2008 15:57:19 GMT
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Goztow wrote on Tue, 06 May 2008 08:49renalpha wrote on Mon, 05 May 2008 21:19press K and
u got that too
Try moving/shooting/repairing/seeing people sneak in/... while you press K. Oh right, you can't...

Always calling cheater arent you.

Subject: Re: Hud
Posted by MacKinsey on Tue, 06 May 2008 17:00:06 GMT
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You see 2 times the credits, but only one time the game time, is it a Marathon Server?

Subject: Re: Hud
Posted by Samous Mods on Tue, 06 May 2008 17:29:12 GMT
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MacKinsey wrote on Tue, 06 May 2008 12:00You see 2 times the credits, but only one time the
game time, is it a Marathon Server?
hmm interesting, photoshop?

Subject: Re: Hud
Posted by Goztow on Tue, 06 May 2008 17:46:57 GMT
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The Executor wrote on Tue, 06 May 2008 17:57Goztow wrote on Tue, 06 May 2008
08:49renalpha wrote on Mon, 05 May 2008 21:19press K and u got that too
Try moving/shooting/repairing/seeing people sneak in/... while you press K. Oh right, you can't...

Always calling cheater arent you.

Only when I see cheaters! Especially those who think they can hide it in a *fancy* looking hud!

Subject: Re: Hud
Posted by _SSnipe_ on Tue, 06 May 2008 17:55:05 GMT
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Goztow wrote on Tue, 06 May 2008 10:46The Executor wrote on Tue, 06 May 2008 17:57Goztow
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Always calling cheater arent you.

Only when I see cheaters! Especially those who think they can hide it in a *fancy* looking hud!
wat chet

Subject: Re: Hud
Posted by jnz on Tue, 06 May 2008 18:06:48 GMT
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Hiding PAmsgs must also be cheating

Subject: Re: Hud
Posted by cAmpa on Tue, 06 May 2008 18:29:16 GMT
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Typical BI aspect, i ignore that. (boo gozy you nanny <3)
Yep, Marathon Server and the double money advice is RR.
Fixed that already.

Subject: Re: Hud
Posted by Goztow on Wed, 07 May 2008 06:42:37 GMT

I'm not related to BI though my clan is in a "partnership" with them. You'll find KOSs2 to be even more severe towards this kind of stuff, though.

This is a similar advantage as radar hack, though a bit less extreme. It's a cheat, period.

Subject: Re: Hud
Posted by reborn on Wed, 07 May 2008 06:58:57 GMT

It's deffinately making already accessable information allot more easier to access whilst in combat. It is an advantage over other players in that respect I suppose... Especially the harvester health. I mean, you can't access that info by pressing "k". That part is deffinately a little cheeky at the very least.

I would feel allot more comfortable if it didn't display the harvester health.

But pretty nice hud, and good job on making it. It must be pretty satisfying

Subject: Re: Hud
Posted by mrÃ£Ã§Ä·z on Wed, 07 May 2008 10:36:35 GMT

Crap Hud, you never pwn Sir_Kane

Subject: Re: Hud
Posted by DL60 on Wed, 07 May 2008 10:56:11 GMT

cAmpa and me don't want to pwn somebody. Btw you can access the harvester health with pressing k.

This is our new version

Additional coded features and fixed bugs in shader.dll by cAmpa
HUD Setup & Design by me

Subject: Re: Hud
Posted by IronWarrior on Wed, 07 May 2008 12:03:47 GMT

I think that's the best hud I have seen for a long time.

Before you release it, please make sure it supports all the classic maps, including glacier and their flying counter-parts.

Subject: Re: Hud
Posted by cAmpa on Wed, 07 May 2008 12:11:11 GMT
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wow, gozy.
Well, for you its a cheat, for me a little new project what everyone can use.
Hmm, but you are right. It will be useable only for my Servers, i will add this in the next days.
So i can be sure that nobody will use it on your old, oldschool servers, where everyone gets a ban for bob C4 etc.

Harvester status can you only see with RR Client i guess.

Subject: Re: Hud
Posted by mrÃ£Ã§Ä·z on Wed, 07 May 2008 13:53:02 GMT
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a bit to big

Subject: Re: Hud
Posted by _SSnipe_ on Wed, 07 May 2008 14:10:57 GMT
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when u make huds is there c++ involved?

Subject: Re: Hud
Posted by Goztow on Wed, 07 May 2008 15:09:57 GMT
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cAmpa wrote on Wed, 07 May 2008 14:11
So i can be sure that nobody will use it on your old, oldschool servers, where everyone gets a ban for bob C4 etc.

Name 1. Though the bob c4 is a perfect exemple of an advantage skin, that's right.

Subject: Re: Hud
Posted by cAmpa on Wed, 07 May 2008 18:22:06 GMT
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Quote:advantage skin

Skin is Skin.

Subject: Re: Hud
Posted by Goztow on Wed, 07 May 2008 18:56:11 GMT
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cAmpa wrote on Wed, 07 May 2008 20:22Quote:advantage skin

Skin is Skin.
Aldi cola = coca cola? I don't think so...

Subject: Re: Hud
Posted by Sir Kane on Wed, 07 May 2008 19:17:32 GMT
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Remember kids, it's "texture", not "skin".

Subject: Re: Hud
Posted by DL60 on Wed, 07 May 2008 19:23:58 GMT
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Okay lets define skin = texture for this topic.

Everything is right when you define it as right. So it's right from now on (for this topic).

Edit: Btw a cheat is an unfair advantage. In my eyes these buildinglivebars and bright skins aren't a real unfair one.

Especially when you think about the kind of release. Everybody can use it on RenCom servers ONLY on renCom servers. It will NOT be possible to modify it, play somewhere else with it, to look up the code or the hud.ini commands of it.

Subject: Re: Hud
Posted by Wiener on Wed, 07 May 2008 19:52:38 GMT
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According to your definition, I just have to make all cheats accessable to everybody so it wont be an advantage anymore.

You really beliefe that bright skins arnt an advantage?

Subject: Re: Hud
Posted by **DL60** on Wed, 07 May 2008 20:08:40 GMT
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Quote:You really beliefe that bright skins arnt an advantage?

Read my post again. I said they ARE an advantage but not a real unfair one.

Quote:According to your definition, I just have to make all cheats accessable to everybody so it wont be an advantage anymore.

No. That would imply that this hud-feature is a "cheat" in MY opinion but it isn't as you can read above. You would be right if I   say these buildingbars are a cheat.

So I'm completly against releasing cheats to everbody.

These buildingsbars aren't a cheat in my opinion - the are a feature for rencom servers.

AND I'm for releasing this FEATURE to every Rencom user. That I'm for. This would be right.

Subject: Re: Hud
Posted by **Herr Surth** on Wed, 07 May 2008 20:14:20 GMT
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Quote:This is a similar advantage as radar hack, though a bit less extreme. LOOOOOOOOOOOL.

Sorry couldnt help it. That was just ridiculous.

Subject: Re: Hud
Posted by **Wiener** on Wed, 07 May 2008 20:23:24 GMT
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Sorry, m8. But I still don't get it.

What is the difference between a bright skin, which you call a fair advantage ("not really unfair" = fair I assume), and lets say big head?

Bright skins help you to spot things more easy..... big head helps to hit things more easy. Bright skin user have an advantage over pure players. Big head user have and advantage over pure

---

players.

The question is not, which one is the bigger cheat. Its like compareing shop lifting with MDK.... but still: both is a crime per definition.

Subject: Re: Hud
Posted by DL60 on Wed, 07 May 2008 20:41:22 GMT
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That's a matter of tolerance and opinion. I make the differnce between such hardcore-cheats and that slight modifications.

PLZ I'm NOT a MMORPG player or a WOW expert but for example in WoW you can code your own macros/scripts which give you similar advantages. These players also have an advantage vs other pure players but no one calls that a cheat or unfair. It is completly normal.

Of course there are also macros or scripts or whatever which are called a cheat or unfair but the point is that they decide or make a differnece which advantage is fair and which is unfair (and is called a cheat).

Why not in renegade too?

A cheat for me is something hardcore: wallhack, aimbot, speedhack, firerate which gives an unfair and very overpowered advantage.

This buildingbars don't give you such a overpowered hardcore advantage. They don't let you aim better, do more damage or something like that.

That's my opinion - hope you got now my point of view.

Subject: Re: Hud
Posted by Wiener on Wed, 07 May 2008 21:00:07 GMT
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Yes, I do understand your point. But it seems I'm more strict on definition here. I don't care how much advantage you gain...otherwise I would tolerate radar hax, for example. Its not really a big advantage in comparison to aimbot and co. However this little advantage of knowing that some enemy is close even If you haven't spotted him yet, can make the difference. Same as the nuke you spot a sec earlier because you have a nice pink blinking color on it (I cant even count how often I couldn't disarm a nuke by 1 sec). Or colorful explosions, bright green snipers, purple sbh's, macros to buy certain units.... or knowing which buildings are damaged without the need of "k".

Each for his own is just a very tiny advantage... almost not noticeable. All together a nice cheat package

---

Subject: Re: Hud
Posted by IAmFenix on Wed, 07 May 2008 21:18:59 GMT
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DeathLink6.0 wrote on Wed, 07 May 2008 15:41PLZ I'm NOT a MMORPG player or a WOW expert but for example in WoW you can code your own macros/scripts which give you similar advantages. These players also have an advantage vs other pure players but no one calls that a cheat or unfair. It is completly normal.
That is true, but they don't allow you to see other players stats, same as NPCs(I play WoW.). Also, please note I STOPPED PLAYING RENEGADE!(Why you ask?It's dieing out, and there is no stopping it without creating an entirely new game.)

Subject: Re: Hud
Posted by DL60 on Wed, 07 May 2008 21:23:13 GMT
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Yea okay but it is such very slight advantage between pressing k for 1/2 second and just looking there at the list...

Maybe I give you another point: You all know the !minelimit command which is a serverside advantage for all players. Every user on this server can use this advantage feature. But no one calls that a cheat.

Here it is the same. We release this hud-feature only for rencom servers and everybody can use it on them. You just have to download it like Resurrection which gives you the advantage for seeing the harvester health when pressing k - without RR this feature works only in LAN-Mode. So if you call every small and slight advantage a cheat - you must also RR a cheat.

So talked a lot about the buildingbars in our hud. I never talked about these skins. I personally hate these "advantage-skins" the look crap and fu** up the graphics and in my opinion they are much closer to the be-a-cheat-border than these b-bars... but the ccr-anticheat systems accept them as legal.

Subject: Re: Hud
Posted by Wiener on Wed, 07 May 2008 21:29:23 GMT
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Was waiting for the minelimit command argument and the bind key (end) that comes with scripts. We actually discussed that very long and carefully and agreed on allowing it to compensate the wall dodging to detonate proxy which became a common tactic.

Subject: Re: Hud
Posted by cAmpa on Wed, 07 May 2008 21:50:24 GMT
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Blaaaaaaa.
Activate puremode on your server and all is fine.

Subject: Re: Hud
Posted by rrutk on Wed, 07 May 2008 22:01:09 GMT
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the first (transparent) HUD was better.

but, in general: GREAT!

Subject: Re: Hud
Posted by Goztow on Thu, 08 May 2008 06:57:00 GMT
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cAmpa wrote on Wed, 07 May 2008 23:50Blaaaaaaa.

I like your arguments. They show that you're a really intelligent person.

Also, it was not said at topic start that this would be limited to your server. If so, I couldn't care less about it.

As for the comparison with radar hack: this one is actually better at some point. The player that attacks a building or the harv doesn't even need to be close to you for you to see if he's attacking it or not.

You will tell me that there's a sound warning you already. Or actually u won't, u'll just say "blaaaaaaaaa". Nevertheless, the sound will only be triggered once every x seconds. That's why you first shoot the barracks once when you're attacking the power plant.

You can hit k for a second but that's a second you loose while you're unable to moove. Also, how many persons actively use 'k' during the game?

I think the discussion between Wiener and deathlink6.0 shows clearly why there can be a disagreement. Campa's "arguments", however, only show that he's a fool.

Subject: Re: Hud
Posted by Dreganius on Thu, 08 May 2008 07:35:23 GMT
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Back on topic. Great HUD, I will be wanting this once it's done, and I wonder, is it possible to change the graphic around the HUD at all? For that would be excellent.

Great work!

---

there was no off topic

And, of course, this is technically/graphically a very good work. Think none doubts that. And I also appreciate that Deathlink discusses it with other players before he releases it

---

Goztow wrote on Thu, 08 May 2008 08:57cAmpa wrote on Wed, 07 May 2008 23:50Blaaaaaaa.

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You call "blaaaa" an argument?
Look at the first post in this topic and you will know why i use "blaaaaa".
k thx.
My opinion is, everyone can use it, should use it, because its recommended to use scripts.
And you need Scripts to use our HUD.

Im sure you never played on my Server, (its nothing for oldschoolers) its really recommended to

---

use there Scripts or RR.
That's the reason why i used my time to make scripts more interesting.

And some posts ago i said already that i will make that feature only useable on my Server, cause of your critique.

And btw, i like you too. ^^

Subject: Re: Hud
Posted by **IronWarrior** on Thu, 08 May 2008 12:11:02 GMT
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Could you please make a public version that can be used in all servers please.

I don't play Renegade much, well infact, I haven't for months, but am thinking of others, it would suck to host this cool hud on Game-Maps.NET but it be limited to like one server.

Subject: Re: Hud
Posted by **Herr Surth** on Thu, 08 May 2008 12:32:34 GMT
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Goztow wrote on Thu, 08 May 2008 01:57cAmpa wrote on Wed, 07 May 2008 23:50Blaaaaaaa.

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You obviously never played against a cheating team with radarhack, or you'd know how ridiculous your post is.

Subject: Re: Hud
Posted by Scrin on Thu, 08 May 2008 13:05:42 GMT
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That's the reason why i used my time to make scripts more interesting.

And some posts ago i said already that i will make that feature only useable on my Server, cause of your critique.

And btw, i like you too. ^^

yo boss, dont release hud for his gamemaps and for public, keep it for yourself and Deathlink6.0

Subject: Re: Hud
Posted by DL60 on Thu, 08 May 2008 14:54:22 GMT
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My last statement to this topic:

The building/harv live informations are legal to know for ccr player because everybody has access to them in a game. To know the positions of all players behind walls (wallhack) is unfair information for a player to know and definitly a cheat. Btw thats why this comparison to WoW statshack wasn't at the right place because these stat-informations are unfair a not accessable the building livebars are that for every player as I said.

And I think these buildingsbars are feature like minelimit or other serverside modifictions. As we said it will be only usable on rencom servers so it will be like serverside-feature.

In addition this advantage you gain (not pressing k) is such a small one (converges to zero) that it will not influence which team wins at the end. Especially on marathon servers which are the most visited servers these days.

It is just a nice feature for rencom players. In this context I can't really understand your doubts.

Edit: It is your choice. If you don't like playing with this feature - don't play @ rencom.

Subject: Re: Hud
Posted by DutchNeon on Thu, 08 May 2008 16:41:23 GMT
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Looks cool. Will sure try it, but for some reason im too fond of my Tiberium HUD (Normal Renegade HUD with Tiberium look, green, crystals etc) which i got for 2-3 years now Will it also include all the standard renegade maps on the HUD, and correct size?

Subject: Re: Hud
Posted by cAmpa on Thu, 08 May 2008 17:27:34 GMT
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Compatible with every size, all standard maps are in.
But read what i wrote.

Subject: Re: Hud
Posted by Goztow on Thu, 08 May 2008 18:38:22 GMT
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Surth wrote on Thu, 08 May 2008 14:32Goztow wrote on Thu, 08 May 2008 01:57
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You obviously never played against a cheating team with radarhack, or you'd know how ridiculous your post is.

Did you miss the "at some points"?

Subject: Re: Hud
Posted by Herr Surth on Thu, 08 May 2008 19:25:30 GMT
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its better at no point. It just isnt Gozy, sorry.

Subject: Re: Hud
Posted by Scrin on Thu, 08 May 2008 19:31:12 GMT
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lol whats a problem? lets Campa removes harvester health and icon from main screen and all be okey now?
(unfortunatly i cant run renegade ressurection scripts and mod itself with my radar stuff)
by the way, i like that cnc3 style radar rims by Deathlink6.0, congratZ m8 (wait UI mod files from Kane's Wrath... Apoc's Wrath lmao...)

Subject: Re: Hud
Posted by KobraOps on Sat, 10 May 2008 14:16:28 GMT
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Your a retard if you think that that HUD is a cheat in any way. Campa do you think you could release the building health as a standalone from the whole HUD, if it works :/

Subject: Re: Hud

Posted by [saberhawk](#) on Sat, 10 May 2008 18:22:27 GMT
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SSnipe wrote on Tue, 06 May 2008 09:03pe21789 wrote on Mon, 05 May 2008 05:38
ChangeList:
- Fixed a memleak in shaders.dll from scripts 3.44.

what memory leak is that? something we should know about?

Nothing important

Subject: Re: Hud
Posted by [DrasticDR](#) on Sat, 10 May 2008 18:53:26 GMT
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how long till this is released? any ideas?

Subject: Re: Hud
Posted by [marcin205](#) on Sat, 12 Jul 2008 03:40:57 GMT
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renalpha wrote on Mon, 05 May 2008 14:19press K and u got that too
yes but when base is attacked time is important

Subject: Re: Hud
Posted by [BlueThen](#) on Sat, 12 Jul 2008 04:48:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

marcin205 wrote on Fri, 11 July 2008 22:40renalpha wrote on Mon, 05 May 2008 14:19press K
and u got that too
yes but when base is attacked time is important
I usually just tap K while running. I can see both the battlefield and the status of buildings and
stuff.

Subject: Re: Hud
Posted by [a000clown](#) on Sat, 12 Jul 2008 08:40:05 GMT
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I don't pay much attention to my buildings since I'm almost always at the front lines with a tank, by
the time I get back to base it's too late to do anything.
Having those health bars at the side would help to inform my team to repair though.

To me I wouldn't define cheating as making readily available information more easily accessible. The health of the harv is not displayed anywhere as far as I know though, so that alone I would consider a cheat, the rest is fine.

Never been a fan of the fancy radar though. It serves its purpose, which isn't to look all glorified on your screen.

Whether I would use it or not I'm unsure, but I have to admit it is the best hud I've seen so far and overall a very good job.

Subject: Re: Hud
Posted by mrÃ£Ã§Ä·z   on Sat, 12 Jul 2008 08:43:02 GMT
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these buildings shit are taking to much HUD space its just annoying

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Subject: Re: Hud
Posted by a000clown on Sat, 12 Jul 2008 08:49:33 GMT
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I agree, although it's mostly transparent.

Btw, anyone know what the Networks thing in the bottom corner is? I can't figure out what the numbers represent.

Subject: Re: Hud
Posted by LR01 on Sat, 12 Jul 2008 10:31:08 GMT
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Clown wrote on Sat, 12 July 2008 10:49I agree, although it's mostly transparent.

Btw, anyone know what the Networks thing in the bottom corner is? I can't figure out what the numbers represent.

heej, I like to know that to

Subject: Re: Hud
Posted by IronWarrior on Sat, 12 Jul 2008 15:27:53 GMT
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Is this thing ever gonna be released or not, because I find it a pisstake to show off something like

---

that and not release it.

Subject: Re: Hud
Posted by RMCool13 on Sat, 12 Jul 2008 16:13:02 GMT
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IronWarrior wrote on Sat, 12 July 2008 10:27Is this thing ever gonna be released or not, because I find it a pisstake to show off something like that and not release it.

For some reason RenegadeX comes to mind

Subject: Re: Hud
Posted by ChewML on Sat, 12 Jul 2008 17:22:13 GMT
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I would love to be able to use one of these HUDs, but the problem is they are not OK with RG (some of us don't have the option of not running it).

So if someone could please talk to someone higher up and get these ini files for the maps allowed that would be great.

Subject: Re: Hud
Posted by cAmpa on Sat, 12 Jul 2008 18:30:02 GMT
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Who is using rg?

Subject: Re: Hud
Posted by IronWarrior on Sat, 12 Jul 2008 18:34:08 GMT
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ChewML wrote on Sat, 12 July 2008 12:22I would love to be able to use one of these HUDs, but the problem is they are not OK with RG (some of us don't have the option of not running it).

So if someone could please talk to someone higher up and get these ini files for the maps allowed that would be great.

Get them to disable RG on the server, RG used to be great, but it's fail now, Black-Intells anti-cheat stuff is alot better.

You should be able to run that skin with RG through.

Subject: Re: Hud
Posted by ChewML on Sat, 12 Jul 2008 18:57:58 GMT
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I am a moderator at n00bstories, so I have to use RG. I seriously doubt there is any chance of RG being disabled at n00bstories.

You can't run the HUDs with the radar maps because the ini files that they use are not on the RG allow list.

Subject: Re: Hud
Posted by IronWarrior on Sat, 12 Jul 2008 21:18:57 GMT
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ChewML wrote on Sat, 12 July 2008 13:57I am a moderator at n00bstories, so I have to use RG. I seriously doubt there is any chance of RG being disabled at n00bstories.

You can't run the HUDs with the radar maps because the ini files that they use are not on the RG allow list.

Make a poll topic to get it removed. ^^

Subject: Re: Hud
Posted by cAmpa on Sat, 12 Jul 2008 22:29:44 GMT
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ChewML wrote on Sat, 12 July 2008 20:57I am a moderator at n00bstories, so I have to use RG. I seriously doubt there is any chance of RG being disabled at n00bstories.

You can't run the HUDs with the radar maps because the ini files that they use are not on the RG allow list.

I played there some days ago, after 2mins playtime i got forced to use rg (from 3ppl lol), my K/d was 1/2. I think n00bstories is the last server with "rg loyalty".

Maybe you just have to wait for 4.0 scripts.
With 4.0 scripts will be RG complete down. (heard this, i hope im right)

Subject: Re: Hud
Posted by ChewML on Sat, 12 Jul 2008 22:34:23 GMT
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I don't think a poll will do any good at all.

RG will be there untill this TT comes out.

Subject: Re: Hud
Posted by BlueThen on Sat, 12 Jul 2008 23:14:55 GMT
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RG is way outdated.

Subject: Re: Hud
Posted by HeavyX101- Left on Sat, 12 Jul 2008 23:52:37 GMT
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BlueThen wrote on Sat, 12 July 2008 19:14RG is way outdated.

Subject: Re: Hud
Posted by ChewML on Sun, 13 Jul 2008 00:37:48 GMT
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HeavyX101 wrote on Sat, 12 July 2008 18:52BlueThen wrote on Sat, 12 July 2008 19:14RG is way outdated.

That argument would not stand.

Subject: Re: Hud
Posted by IronWarrior on Sun, 13 Jul 2008 01:06:07 GMT
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ChewML wrote on Sat, 12 July 2008 19:37HeavyX101 wrote on Sat, 12 July 2008 18:52BlueThen wrote on Sat, 12 July 2008 19:14RG is way outdated.

That argument would not stand.

What about the fact that RG doesn't really work anymore?

Subject: Re: Hud
Posted by ChewML on Sun, 13 Jul 2008 02:03:03 GMT
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There is pretty much nothing you can say to get RG off that server.

Subject: Re: Hud
Posted by rrutk on Thu, 31 Jul 2008 22:07:22 GMT
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is the hud released???

Subject: Re: Hud
Posted by mrÃ£Ã§Ä·z on Sun, 10 Aug 2008 19:29:15 GMT
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no and it wont be released

get C++ and edit the Shaders

Subject: Re: Hud
Posted by Samous Mods on Mon, 11 Aug 2008 06:54:40 GMT
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madrackz wrote on Sun, 10 August 2008 14:29 Shaderz
RaCkErZ

Subject: Re: Hud
Posted by mrÃ£Ã§Ä·z on Mon, 11 Aug 2008 15:20:16 GMT
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E3 Beta M01.mix wrote on Mon, 11 August 2008 01:54madrackz wrote on Sun, 10 August 2008
14:29 Shaderz
RaCkErZ
hi

Subject: Re: Hud
Posted by Herr Surth on Mon, 11 Aug 2008 15:31:32 GMT
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ChewML wrote on Sat, 12 July 2008 21:03There is pretty much nothing you can say to get RG off
that server.
Why?

Subject: Re: Hud
Posted by ChewML on Tue, 12 Aug 2008 13:29:56 GMT
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Crimson is the server owner, and RG is NOT completely useless...

Subject: Re: Hud
Posted by BlueThen on Tue, 12 Aug 2008 15:29:48 GMT
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ChewML wrote on Tue, 12 August 2008 08:29Crimson is the server owner, and RG is NOT completely useless...
Explain.

Subject: Re: Hud
Posted by Goztow on Tue, 12 Aug 2008 16:20:29 GMT
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Actually cheaters are still caught about daily through Renguard. Even *cheat name removed*cheaters!

Subject: Re: Hud
Posted by cAmpa on Tue, 12 Aug 2008 16:44:16 GMT
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I use RR to block *cheat name removed*user.

Subject: Re: Hud
Posted by DL60 on Tue, 12 Aug 2008 18:14:53 GMT
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Yea RR is much better because it has regular updates.

Subject: Re: Hud
Posted by ChewML on Wed, 13 Aug 2008 13:31:06 GMT
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Well let's just hope this new scripts 4.0 fixes it all and RG is no longer necessary. Untill then n00bstories will stick to RG like flies to shit.

Subject: Re: Hud
Posted by Samous Mods on Wed, 13 Aug 2008 14:21:11 GMT
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ChewML wrote on Wed, 13 August 2008 08:31Well let's just hope this new scripts 4.0 fixes it all and RG is no longer necessary. Untill then n00bstories will stick to RG like flies to shit.
only 1 thing is nice on campa's gps radar, its fixed weapon image displaying and nice textures-rims by DeathLink6.0 (dude is very nice)
so my opinion is, he newer released his radar, he give it to his members like M4rlex...so we need recreate scripts feature and textures and them its G!g? (ChewChew)