

---

Subject: For the millions of command and conquer fans around the world  
Posted by [reborn](#) on Sat, 06 Dec 2008 18:19:08 GMT

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Coming soon

<http://www.game-maps.net/staff/reborn/win2.wmv>

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Subject: Re: For all the millions of command and conquer fans around the world  
Posted by [LiL KiLLa](#) on Sat, 06 Dec 2008 18:25:56 GMT

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good work Reborn  
uT.campa  
& Scrin

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [u6795](#) on Sat, 06 Dec 2008 19:01:25 GMT

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---

Pretty cool but before I watched the trailer it got me a little excited for something more

Still, really badass. Good work and stuff.

---

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [MGamer](#) on Sat, 06 Dec 2008 19:28:20 GMT

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---

u6795 wrote on Sat, 06 December 2008 13:01 Pretty cool but before I watched the trailer it got me a little excited for something more

Still, really badass. Good work and stuff.  
something more?????

---

SCRIN IS GOING TO RELEASE SOMETHING

---

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [ErroR](#) on Sat, 06 Dec 2008 19:43:02 GMT  
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---

i don't get it.. what's so special about it?

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [LiL KiLLa](#) on Sat, 06 Dec 2008 19:52:59 GMT  
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MGamer wrote on Sat, 06 December 2008 20:28u6795 wrote on Sat, 06 December 2008 13:01  
Pretty cool but before I watched the trailer it got me a little excited for something more

Still, really badass. Good work and stuff.  
something more?????

SCRIN IS GOING TO RELEASE SOMETHING

IT IS A MIRACLE!!!

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [\\_SSnipe\\_](#) on Sat, 06 Dec 2008 19:56:48 GMT  
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Nice job guys

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Starbuzzz](#) on Sat, 06 Dec 2008 20:10:05 GMT  
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---

This is awesome! thank you reborn and Scrin!

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Genesis2001](#) on Sat, 06 Dec 2008 20:25:40 GMT  
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---

u6795 wrote on Sat, 06 December 2008 12:01 Pretty cool but before I watched the trailer it got me a little excited for something more

Still, really badass. Good work and stuff.

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Mackinsey](#) on Sat, 06 Dec 2008 21:02:14 GMT

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---

I like it, except the Weapon Icon next to the soldier (or vehicle)

---

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [samous](#) on Sat, 06 Dec 2008 21:16:56 GMT

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u6795 wrote on Sat, 06 December 2008 11:01 Pretty cool but before I watched the trailer it got me a little excited for something more

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [LiL KiLLa](#) on Sat, 06 Dec 2008 21:18:40 GMT

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---

Mackinsey wrote on Sat, 06 December 2008 22:02 I like it, except the Weapon Icon next to the soldier (or vehicle)

true...

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Starbuzzz](#) on Sat, 06 Dec 2008 21:28:58 GMT

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---

Will there be a overhead view of the map in the radar?

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [\\_SSnipe\\_](#) on Sat, 06 Dec 2008 21:29:30 GMT

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---

samous wrote on Sat, 06 December 2008 13:16u6795 wrote on Sat, 06 December 2008 11:01Pretty cool but before I watched the trailer it got me a little excited for something more

reborn mod

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 07 Dec 2008 00:31:50 GMT  
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What did Campa do? lol i never had a Problem with ShaderHud.

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Scrin](#) on Sun, 07 Dec 2008 08:37:06 GMT  
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main fix: vehicle-zero credits bug and vehicle-weapon image icon displayed bug.  
...unfortunately, i cant use that new fixed .dll files for my renegade (maybe its my punishment)

and RaCkZ, watch this video... like you see, he can use vehicle and weapon icons and his  
scredits is not messed

<http://uk.youtube.com/watch?v=Grgc3Ej5eg8>

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [cAmpa](#) on Sun, 07 Dec 2008 10:12:56 GMT  
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Quote:What did Campa do? lol i never had a Problem with ShaderHud.

rofl.

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [jonwil](#) on Sun, 07 Dec 2008 11:59:27 GMT  
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2 things here:

1.Will this hud be limited to specific display resolutions like other HUDs that have been released here?

and 2.Will the source code changes (to shaderhud.cpp for example) be made available (as required by the license)?

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Goztow](#) on Sun, 07 Dec 2008 12:11:43 GMT  
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---

It's nice to see that things get released .

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Scrin](#) on Sun, 07 Dec 2008 12:12:23 GMT  
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---

jonwil wrote on Sun, 07 December 2008 05:59:2 things here:  
1. Will this hud be limited to specific display resolutions like other HUDs that have been released here?  
and 2. Will the source code changes (to shaderhud.cpp for example) be made available (as required by the license)?

i cant use new shaders.dll  
i got this error, so you will help reborn to fix that problem?  
(p.s. im sure half of peoples who will downloded hud and .dll, cant use them also)

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Sir Kane](#) on Sun, 07 Dec 2008 12:17:42 GMT  
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Not sure what I'm looking for in this.

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [mr£ÄŞÄ-z](#) on Sun, 07 Dec 2008 12:24:24 GMT  
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cAmpa wrote on Sun, 07 December 2008 04:12: Quote: What did Campa do? lol i never had a Problem with ShaderHud.

rofl.  
How funny, did you eat a clown?

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [reborn](#) on Sun, 07 Dec 2008 12:41:40 GMT  
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---

u6795 wrote on Sat, 06 December 2008 14:01: Pretty cool but before I watched the trailer it got me

---

a little excited for something more

Still, really badass. Good work and stuff.

Sorry, I realise now what everyone thought it was going to be. Whoops.

Mackinsey wrote on Sat, 06 December 2008 16:02 I like it, except the Weapon Icon next to the soldier (or vehicle)

It'll be configurable

pawky wrote on Sat, 06 December 2008 16:28 Will there be a overhead view of the map in the radar?

For the standard westwood maps, yes. For anyother map? Probably not. There is a tiny, infact miniscule chance that it will for non-standard maps, but I wouldn't hold my breath on that.

madrackz wrote on Sat, 06 December 2008 19:31 What did Campa do? lol i never had a Problem with ShaderHud.

He was kind enough to collaberate on a crash bug inside shadershud that will crash the client when you entered a vehicle in certain conditions. Since then he has asked to help out on the project entirely, and between us we'll be adding more features than any other released HUD.

Power to the people!

Goztow wrote on Sun, 07 December 2008 07:11 It's nice to see that things get released .

It's the only reason I'm doing it. I personally won't be using it, I have always prefered renegade how it is. The only skin I use is one that removes the green from the scope that black-cell allow. Other then that, I have no modification to renegade other then 3.4.4.

Niko wrote on Sun, 07 December 2008 07:12 jonwil wrote on Sun, 07 December 2008 05:59 2 things here:

1. Will this hud be limited to specific display resolutions like other HUDs that have been released here?

and 2. Will the source code changes (to shaderhud.cpp for example) be made available (as required by the license)?

i cant use new shaders.dll

i got this error, so you will help reborn to fix that problem?

(p.s. im sure half of peoples who will downloded hud and .dll, cant use them also)

It'll get sorted, stop worrying.

Sir Kane wrote on Sun, 07 December 2008 07:17: Not sure what I'm looking for in this.

The video is just displaying the textures, and proving the fixes in crash bugs and other bugs.

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Scrin](#) on Sun, 07 Dec 2008 12:58:37 GMT

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reborn wrote on Sun, 07 December 2008 04:41

It'll get sorted, stop worrying.

it was impossible, because for you and for cAmpa's client all works perfectly, since you dont know the problem, you cant fix it (testing the whole shaders code will take ages)  
well, anyway, thank you for awesome job mate, if you need new texture or something, send me PM

its time for me to put Ren CD into trash can...

---

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [reborn](#) on Sun, 07 Dec 2008 13:01:04 GMT

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I'm pretty sure I know what the problem is, I think you stole parts of the client scripts.dll from the reborn internal beta and are using it for your renegade client, thinking that you have some type of beta 4.0 scripts.dll running. This is what is most liekly causing the conflict.  
Stop worrying, it'll get fixed.

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Scrin](#) on Sun, 07 Dec 2008 13:09:52 GMT

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reborn wrote on Sun, 07 December 2008 07:01: I'm pretty sure I know what the problem is, I think you stole parts of the client scripts.dll from the reborn internal beta and are using it for your renegade client, thinking that you have some type of beta 4.0 scripts.dll running. This is what is most liekly causing the conflict.  
Stop worrying, it'll get fixed.  
it was pure renegade and... i didn'd steal nothing, i just testing it on TestLevel2.mix (Darkangel

give me .7z)

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Goztow](#) on Sun, 07 Dec 2008 15:10:55 GMT

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Cleared this topic from the Renarding vs Niko stuff that can now be found in the heated discussions subforum, where it belongs.

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [YazooGang](#) on Sun, 07 Dec 2008 15:38:41 GMT

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its a good hud but i think that its not balanced  
first of all, the part of the hud that is on the left is like high advanced and the one on the right is like old cnc renegade one, maybe work on it some more.  
and thanks guys!

---

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [ErroR](#) on Sun, 07 Dec 2008 16:04:51 GMT

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<http://www.youtube.com/watch?v=i5VAqZtOjGs>  
here's the youtube link (yeah it's a bit late )

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [reborn](#) on Sun, 07 Dec 2008 16:50:41 GMT

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EvilWhiteDragon wrote on Sun, 07 December 2008 10:47

@ reborn, good job, though I find that you made a pitty choice in possible partners.

He was the most willing, and seems to have the most experience with this. I believed that in helping him to get this released, it may change the way he acts.

I'm a big believer in second chances. It can't hurt to help him release this, it's a nice thing for clients and alot of people want it, if I can help to enable everyone access to it, then I'll be very happy, but if I can change Scrin to be a better person, i'll feel that i've really accomplished something.

Some may say a leopard cannot change it;s spots, but you can always try.

u6795 wrote on Sun, 07 December 2008 11:04

What the hell is your problem? Do you realize this guy is a fucking cheater, and he's proven that



to the entire Renegade community billions of times? Just because he collaborates on a nice little deed every other goddamn century does not suddenly make him a nice guy. Why don't you fucking pull his dick out of your ass for a minute, look around and see what's really going on.

I think this HUD is a really cool idea, but I have to agree with EWD, that's a brilliant choice of graphics artist.

However I'm still looking forward to this. Hopefully it'll be bundled with TT, so it won't be limited to the people that visit this forum using it. As YazooGang said, that would be a little unbalanced no matter how you look at it.

I understand people may be confused with the collaborative effort between me and Scrin, but I want a released HUD for everyone to use. Everyone often admires Scrin's work, and it'll be nice to get it out there for people to download themselves.

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [DrasticDR](#) on Sun, 07 Dec 2008 16:58:21 GMT

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with all the cool things you like to show us and brag about, you decide to release a shitty hud?  
cool thanks

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [reborn](#) on Sun, 07 Dec 2008 17:01:14 GMT

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---

DrasticDR wrote on Sun, 07 December 2008 11:58 with all the cool things you like to show us  
and brag about, you decide to release a shitty hud? cool thanks

I don't understand, I always release everything :-/

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Goztow](#) on Sun, 07 Dec 2008 17:47:23 GMT

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Grrrrrrr cleared again. Stay on topic!

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Genesis2001](#) on Sun, 07 Dec 2008 19:09:13 GMT

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Goztow wrote on Sun, 07 December 2008 10:47Grrrrrrrr cleared again. Stay on topic!

Lol.

---

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [LR01](#) on Mon, 08 Dec 2008 17:45:30 GMT

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well, HUD looks good, way better then the original anyway

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [slosha](#) on Tue, 09 Dec 2008 05:19:16 GMT

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Very nice HUD, post link when released please

And a 1200 x 800 resolution would be sweet

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [wittebolx](#) on Tue, 09 Dec 2008 13:22:30 GMT

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---

slosha69 wrote on Tue, 09 December 2008 06:19Very nice HUD, post link when released please

And a 1200 x 800 resolution would be sweet

exactly.

i presume you will release mutiple resolutions?  
or is it something we have to do for ourself ?

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [LR01](#) on Tue, 09 Dec 2008 14:40:44 GMT

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---

wittebolx wrote on Tue, 09 December 2008 14:22slosha69 wrote on Tue, 09 December 2008  
06:19Very nice HUD, post link when released please

And a 1200 x 800 resolution would be sweet

---

exactly.

i presume you will release mutiple resolutions?  
or is it something we have to do for ourself ?

yea, I would prefer 1680x1080

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Gen\\_Blacky](#) on Wed, 10 Dec 2008 04:32:59 GMT  
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how about 1600 X 1200

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [slosha](#) on Wed, 10 Dec 2008 04:37:41 GMT  
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how bout ever resolution there is just to play it safe

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [cAmpa](#) on Wed, 10 Dec 2008 17:04:16 GMT  
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<3

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [mr£ÄŞÄ-z](#) on Wed, 10 Dec 2008 17:23:22 GMT  
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Noone can beat Sir\_Kane's HUD and Features.

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [ErroR](#) on Wed, 10 Dec 2008 17:35:58 GMT  
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madrackz wrote on Wed, 10 December 2008 19:23Noone can beat Sir\_Kane's HUD and Features.  
and those are?

---

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [mr£Ä\\$Ä-z](#) on Wed, 10 Dec 2008 17:38:45 GMT  
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YouTube Video

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Ma1kel](#) on Wed, 10 Dec 2008 18:23:37 GMT  
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Where's the modified file that was released under the GPL?

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [reborn](#) on Wed, 10 Dec 2008 18:37:12 GMT  
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---

I dunno, I've seen some of SabeHax's stuff that just owns anything else I've ever scene.

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Goztow](#) on Wed, 10 Dec 2008 19:02:33 GMT  
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---

Cleared once again and 3 days ban for madrackz for posting spam in a topic that I cleared two times before and where I specifically asked twice to stay on topic. Madrackz: overall, you spam way too much overall the forum.

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [slosha](#) on Wed, 10 Dec 2008 22:08:14 GMT  
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madrackz wrote on Wed, 10 December 2008 11:38YouTube Video

check out scrin's response

---

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [samous](#) on Thu, 11 Dec 2008 02:21:31 GMT

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Goztow wrote on Wed, 10 December 2008 11:02Cleared once again and 3 days ban for madrackz for posting spam in a topic that I cleared two times before and where I specifically asked twice to stay on topic. Madrackz: overall, you spam way too much overall the forum.

not to be offensive, but how is this spam? Is this topic not about HUDs (more specifically releasing Scrin's, but still). PLZ DON'T BAN ME, i'm just curios!

Where is this from, looks really cool!

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [Gen\\_Blacky](#) on Thu, 11 Dec 2008 05:41:24 GMT

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I think that's campas but im not sure hes the one that put the ss up

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [Goztow](#) on Thu, 11 Dec 2008 08:13:18 GMT

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---

I removed the spam Madrackz had put in as it would only lead to flaming.

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [cAmpa](#) on Thu, 11 Dec 2008 12:59:36 GMT

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Aye that's the HUD what i created together with Deathlink, with a new style made by pepe now.

Here another screen while i was playing on a snipe server.

It's just working great now.

Any suggestions, about the features or the style?

---

Subject: Re: For the millions of command and conquer fans around the world

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Posted by [Reaver11](#) on Thu, 11 Dec 2008 15:56:12 GMT

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I know it is possible with these new huds but I really dont like the building status bar.

For the rest it is a superb hud

---

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [pe21789](#) on Thu, 11 Dec 2008 15:58:06 GMT

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---

u can disable the building status in the hud.ini.

cAmpa added these Feature. :>

---

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [samous](#) on Fri, 12 Dec 2008 01:16:36 GMT

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plan on releasing this really cool hud anytime soon?

---

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Subject: Re: For the millions of command and conquer fans around the world

Posted by [MGamer](#) on Fri, 12 Dec 2008 01:52:42 GMT

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samous wrote on Thu, 11 December 2008 19:16plan on releasing this really cool hud anytime soon?

its just a showoff

---

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [YazooGang](#) on Fri, 12 Dec 2008 01:56:25 GMT

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try learning how to make ur own...

i'm, its not that hard at all.

---

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [samous](#) on Fri, 12 Dec 2008 02:17:23 GMT

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making huds rn't hard, unless they require scripting 2. This is a really hard to make hud because of the scripting required for the building HP, the mine count, ect. I would like to see you try, if it's

---

so easy. Hmf.

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [YazooGang](#) on Fri, 12 Dec 2008 02:24:04 GMT

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---

i'm making one, and if i get it sucesefully done, then i will release it maybe?

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [wittebolx](#) on Fri, 12 Dec 2008 08:10:15 GMT

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nvm, its fixed

---

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [ChewML](#) on Fri, 12 Dec 2008 12:07:42 GMT

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As much as I really do like these HUDs... this ones mine counter is just as bad if not worst than the building health, what if all of a sudden you notice like 5 or 6 mines go all at once... I bet you start wondering where those mines went off at. Or even if they are disapering a lil slower, then you may think you have someone siting at one of your doorways disarming.

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 13:42:13 GMT

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so what? its a cool feature nice work.

---

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [LiL KiLLa](#) on Fri, 12 Dec 2008 13:43:53 GMT

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reborn wrote on Sat, 06 December 2008 19:19Coming soon

<http://www.game-maps.net/staff/reborn/win2.wmv>

>\_< when ?

---

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [ChewML](#) on Fri, 12 Dec 2008 15:51:44 GMT

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---

Di3HardNL wrote on Fri, 12 December 2008 05:42so what? its a cool feature nice work.

It is a neat feature and it is cool that you guys are able to do that stuff (I wish I could figure out HUDs myself).

I was just saying though most servers proly would not want this used, seeing how it takes away from the game.

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [Di3HardNL](#) on Fri, 12 Dec 2008 15:53:02 GMT

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---

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Everyone needs to be forced to use this then

---

Subject: Re: For the millions of command and conquer fans around the world

Posted by [ChewML](#) on Fri, 12 Dec 2008 15:58:39 GMT

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---

Di3HardNL wrote on Fri, 12 December 2008 09:53ChewML wrote on Fri, 12 December 2008 09:51Di3HardNL wrote on Fri, 12 December 2008 05:42so what? its a cool feature nice work.

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I was just saying though most servers proly would not want this used, seeing how it takes away from the game.

Everyone needs to be forced to use this then

That would be nice if there was an auto HUD downloader with TT, where you could see all available and pick yourself.

---

---



Subject: Re: For the millions of command and conquer fans around the world  
Posted by [mr£ÄŞÄ-z](#) on Mon, 22 Dec 2008 08:48:38 GMT  
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K Button!

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [LiL KiLLa](#) on Sun, 04 Jan 2009 13:59:35 GMT  
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I still wait...

---

Subject: Re: For the millions of command and conquer fans around the world  
Posted by [pawky](#) on Sun, 04 Jan 2009 15:28:53 GMT  
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Di3HardNL wrote on Fri, 12 December 2008 09:53ChewML wrote on Fri, 12 December 2008 09:51Di3HardNL wrote on Fri, 12 December 2008 05:42so what? its a cool feature nice work.

It is a neat feature and it is cool that you guys are able to do that stuff (I wish I could figure out HUDs myself).

I was just saying though most servers proly would not want this used, seeing how it takes away from the game.

Everyone needs to be forced to use this then

yeah lol...I am sure that even with Building health bar and mine counter, people won't look at them....they be too busy playing LOL unless ofcourse the serious repair base defense whores!

These are cool things but will never be added...they should start new server with this HUD

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [LiL KiLLa](#) on Sun, 01 Feb 2009 23:46:10 GMT  
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Killaaaaa wrote on Sun, 04 January 2009 14:59I still wait...

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [reborn](#) on Mon, 02 Feb 2009 00:04:05 GMT  
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Scrin went crazy (the dude who was doing the art work) and started releasing reborn files and other dubious activities. I could no longer work with him.. Then deathlink made a nice one anyway...

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [BlueThen](#) on Mon, 02 Feb 2009 00:20:52 GMT

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reborn wrote on Sun, 01 February 2009 18:04Scrin went crazy (the dude who was doing the art work) and started releasing reborn files and other dubious activities. I could no longer work with him.. Then deathlink made a nice one anyway...

How can you honestly trust Scrin? He's an ass hole!

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [\\_SSnipe\\_](#) on Mon, 02 Feb 2009 00:22:31 GMT

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BlueThen wrote on Sun, 01 February 2009 16:20reborn wrote on Sun, 01 February 2009 18:04Scrin went crazy (the dude who was doing the art work) and started releasing reborn files and other dubious activities. I could no longer work with him.. Then deathlink made a nice one anyway...

How can you honestly trust Scrin? He's an ass hole!

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [reborn](#) on Mon, 02 Feb 2009 12:20:00 GMT

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BlueThen wrote on Sun, 01 February 2009 19:20reborn wrote on Sun, 01 February 2009 18:04Scrin went crazy (the dude who was doing the art work) and started releasing reborn files and other dubious activities. I could no longer work with him.. Then deathlink made a nice one anyway...

How can you honestly trust Scrin? He's an ass hole!

I was hoping the experience of making something for everyone and being one of the good guys for once might change him. It is my belief that he is just rotten to the core and will never change.

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Spyder](#) on Mon, 02 Feb 2009 12:23:24 GMT

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Who made this video?

This video contains a skin which I have been looking for for years!  
The arrows above the nod buggy, they look like 3d arrows, I had that skin once, but I lost it and have never been able to find it again. Please share it with me.

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [Spyder](#) on Mon, 02 Feb 2009 12:24:54 GMT  
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reborn wrote on Sat, 06 December 2008 19:19: Coming soon

<http://www.game-maps.net/staff/reborn/win2.wmv>

Who made this video?

It contains a skin which I have been looking for for a very long time. The 3d arrows above the nod buggy and stuff. Please share it with me, I had it once, but I am unable to find it.

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Subject: Re: For the millions of command and conquer fans around the world  
Posted by [reborn](#) on Mon, 02 Feb 2009 19:31:49 GMT  
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No texture replacement other than the ones used for the HUD in that vid, just scripts.dll.

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