
Subject: [Showoff] PIC
Posted by [Sir Kane](#) on Wed, 10 Dec 2008 17:39:13 GMT
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Video to come some time soon.

Subject: Re: [Showoff] PIC
Posted by [Genesis2001](#) on Wed, 10 Dec 2008 17:40:41 GMT
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Nice!

Subject: Re: [Showoff] PIC
Posted by [IronWarrior](#) on Wed, 10 Dec 2008 17:41:22 GMT
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Awesome.

Release?

Subject: Re: [Showoff] PIC
Posted by [reborn](#) on Wed, 10 Dec 2008 17:53:45 GMT
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Is that rendering lots of .dds files, or just one that's animated?
If you switch weapons and it stops reloading/charging does it reset itself?

Pretty cool man, would you show me how to do it? Video should be interesting

Subject: Re: [Showoff] PIC
Posted by [Ma1kel](#) on Wed, 10 Dec 2008 18:10:55 GMT
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Can I have your babies.

Subject: Re: [Showoff] PIC
Posted by [Sir Kane](#) on Wed, 10 Dec 2008 18:23:58 GMT
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Only the text uses textures.

Subject: Re: [Showoff] PIC

Posted by [reborn](#) on Wed, 10 Dec 2008 18:32:09 GMT

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So you're actually drawing that yourself? That's pretty kick-ass! That's some cool directx work

Would you mind showing me how to do it please?

Subject: Re: [Showoff] PIC

Posted by [Sir Kane](#) on Wed, 10 Dec 2008 18:38:38 GMT

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Draw(Indexed)Primitve(Up)

Subject: Re: [Showoff] PIC

Posted by [Goztow](#) on Wed, 10 Dec 2008 18:53:55 GMT

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I expected a topic made by scrin showing off cheats but instead I get this kickass, useless but still kickass, feature. Keep it up, SK! And release or it didn't happen .

Subject: Re: [Showoff] PIC

Posted by [Starbuzz](#) on Wed, 10 Dec 2008 19:08:58 GMT

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Subject: Re: [Showoff] PIC

Posted by [ErroR](#) on Wed, 10 Dec 2008 19:09:11 GMT

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soon this topic will have 3+ pages with everyone saying can i have it can i have it..

Subject: Re: [Showoff] PIC

Posted by [ErroR](#) on Wed, 10 Dec 2008 19:11:19 GMT

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pretty cool btw, but the drawings look like a monotone paint color

Subject: Re: [Showoff] PIC
Posted by [Altzan](#) on Wed, 10 Dec 2008 21:17:23 GMT
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Very nice

Will it require specific scripts set? (Like 3.4.4)

Subject: Re: [Showoff] PIC
Posted by [dr3w2](#) on Wed, 10 Dec 2008 21:50:42 GMT
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SK working on Renegade.

Nice to see, and it looks good man.

Subject: Re: [Showoff] PIC
Posted by [Sir Kane](#) on Wed, 10 Dec 2008 22:00:23 GMT
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It requires the new TT stuff.

Subject: Re: [Showoff] PIC
Posted by [GEORGE ZIMMER](#) on Wed, 10 Dec 2008 22:48:06 GMT
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OMG OMG OMG DATS SO GREAT ILL SUCK UR DICK IF U GIVe MORE SCREENIES

[/ridiculousscrinfanbase]

But, in all seriousness, that's pretty cool. I wish the PIC kept the charging ability, and had increased firepower to compensate for charging time.

Subject: Re: [Showoff] PIC
Posted by [Sir Kane](#) on Thu, 11 Dec 2008 01:00:12 GMT
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Here's the code for the reload bar!!!

```
if (state == WeaponClass::WS_RELOADING){
    barx = (float)draw.Draw_Single_Line(D3DCOLOR_XRGB(255,255,0), 0, 0, L"Charging... ");
    barx *= draw.GetScalar();
    DrawChargeBar(barx, 0.003f, 0.02f, 0.004f, 1.0f-(1.0f/reloadtime*statetime),
D3DCOLOR_XRGB(255,255,0), D3DCOLOR_XRGB(255,255,0), D3DCOLOR_XRGB(0,0,0));
} else if (maxammo == 0 && _ammo == 0)
    draw.Draw_Single_Line(D3DCOLOR_XRGB(255,0,0), 0, 0, L"Battery depleted.");
else
    draw.Draw_Single_Line(D3DCOLOR_XRGB(0,255,0), 0, 0, L"Charged.");
```

```
if (g_pPICBatch->Serialize())
    g_pPICBatch->Render();
```

Subject: Re: [Showoff] PIC
Posted by [Gen_Blacky](#) on Thu, 11 Dec 2008 05:38:12 GMT
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one word (sex)

Will this be done for volt rifle and any other weapons ?

Subject: Re: [Showoff] PIC
Posted by [YazooGang](#) on Thu, 11 Dec 2008 11:23:50 GMT
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Gen_Blacky wrote on Thu, 11 December 2008 06:38one word (sex)

Will this be done for volt rifle and any other weapons ?
maybe customize this one and make it work for other weapons?
and plus i'm interested in this code... its nice good job

Subject: Re: [Showoff] PIC
Posted by [reborn](#) on Thu, 11 Dec 2008 13:00:52 GMT
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::WS_RELOADING

That's pretty cool. It'd be kinda funny to have a chance of the reloading to jam, and if so set an animation on the player, like hitting the side of the weapon.

Subject: Re: [Showoff] PIC
Posted by [YazooGang](#) on Thu, 11 Dec 2008 13:14:07 GMT
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reborn wrote on Thu, 11 December 2008 08:00::WS_RELOADING

That's pretty cool. It'd be kinda funny to have a chance of the reloading to jam, and if so set an animation on the player, like hitting the side of the weapon.
like in Far Cry 2!
that idea is nice, maybe make it?

Subject: Re: [Showoff] PIC
Posted by [Sir Kane](#) on Thu, 11 Dec 2008 20:17:11 GMT
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Weapon jamming is silly.

Subject: Re: [Showoff] PIC
Posted by [reborn](#) on Thu, 11 Dec 2008 20:23:26 GMT
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It'd be kinda funny to see it happen once though. Some dude running around jumping like a rabbit with rabbies, firing his ramjet in the hopes of a head shot, only to have his gun jam and stand there like an idiot banging the side of it. Just once...

Subject: Re: [Showoff] PIC
Posted by [Genesis2001](#) on Fri, 12 Dec 2008 15:00:34 GMT
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reborn wrote on Thu, 11 December 2008 06:00::WS_RELOADING

That's pretty cool. It'd be kinda funny to have a chance of the reloading to jam, and if so set an animation on the player, like hitting the side of the weapon.

Hell yea! That'd be cool and more realistic.

Subject: Re: [Showoff] PIC
Posted by [Sir Kane](#) on Sat, 13 Dec 2008 22:56:45 GMT
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Omgomg

```
#include "dllmain.h"
#include "RegistrationSubsystems.h"
#include "Render.h"
#include "W32Font.h"
#include "SceneRender.h"
#include "RedirectHandler.h"
#include "Math.h"
#include <time.h>
#include "RenderObjClass.h"
#include "SceneClass.h"
#include "Console.h"
#include "StateManager.h"
#include "WeaponClasses.h"
#include "PICHUD.h"
```

```
CWin32Font* g_pPICFont;
CFontBatch* g_pPICBatch;
```

```
#define PICHUDSTATE_READY (0)
#define PICHUDSTATE_RELOADING (1)
#define PICHUDSTATE_DEPLETED (2)
```

```
Vector3 g_DisplayVertices[5] = {
    Vector3(-0.008227f, 0.140099f, 0.024404f),
    Vector3(-0.056067f, 0.140099f, 0.024404f),
    Vector3(-0.059560f, 0.140099f, 0.040857f),
    Vector3(-0.059560f, 0.140099f, 0.028945f),
    Vector3(-0.008227f, 0.140099f, 0.040857f),
};
```

```
int g_DisplayIndices[9] = {
    3, 2, 1,
    1, 2, 4,
    1, 4, 0,
};
```

```
D3DCOLOR g_DisplayColors[5] = {
    D3DCOLOR_XRGB(0,0,0),
    D3DCOLOR_XRGB(0,0,0),
    D3DCOLOR_XRGB(0,0,0),
    D3DCOLOR_XRGB(0,0,0),
    D3DCOLOR_XRGB(0,0,0),
};
```

```
Vector3 g_OutsideVertices[9] = {
    Vector3(-0.002435f, 0.140099f, 0.024469f),
    Vector3(0.030383f, 0.140099f, 0.024469f),
```

```
Vector3(0.040079f, 0.140099f, 0.026707f),
Vector3(0.053505f, 0.140099f, 0.042370f),
Vector3(0.054624f, 0.140099f, 0.049083f),
Vector3(0.054624f, 0.140099f, 0.096073f),
Vector3(0.035736f, 0.140099f, 0.131874f),
Vector3(0.031261f, 0.140099f, 0.135230f),
Vector3(0.003685f, 0.140099f, 0.135230f),
};
```

```
Vector3 g_InsideVertices[9] = {
Vector3(-0.002435f, 0.140099f, 0.040133f),
Vector3(0.027400f, 0.140099f, 0.040133f),
Vector3(0.033367f, 0.140099f, 0.041251f),
Vector3(0.038960f, 0.140099f, 0.047964f),
Vector3(0.040079f, 0.140099f, 0.052439f),
Vector3(0.040079f, 0.140099f, 0.093835f),
Vector3(0.027641f, 0.140099f, 0.117330f),
Vector3(0.024285f, 0.140099f, 0.119567f),
Vector3(0.003685f, 0.140099f, 0.119567f),
};
```

```
float g_OutLengths[8];
float g_InLengths[8];
```

```
float g_OutLengthTotal;
float g_InLengthTotal;
```

```
#define VERT_Y_INC (0.000001f)
```

```
void InitNumDisplay(){
int i;
for (i = 0; i < 5; i++)
g_DisplayVertices[i].Y += VERT_Y_INC;
}
```

```
void MakeBarLengths(){
int i;

for (i = 0; i < 9; i++)
g_OutsideVertices[i].Y += VERT_Y_INC;

for (i = 0; i < 9; i++)
g_InsideVertices[i].Y += VERT_Y_INC;

for (i = 0; i < 8; i++)
g_OutLengthTotal += (g_OutLengths[i] =
(g_OutsideVertices[i+1]-g_OutsideVertices[i]).Length());
```

```

for (i = 0; i < 8; i++)
    g_InLengthTotal += (g_InLengths[i] = (g_InsideVertices[i+1]-g_InsideVertices[i]).Length());
}

```

```

void DrawPICBar(float len, D3DCOLOR color, D3DCOLOR color2){
    float inlen;
    float alpha, left;
    int i, rects;
    Vector3 verts[4];
    D3DCOLOR colors[4];
    len = (len < 0.0f) ? 0.0f : ((len > 1.0f) ? 1.0f : len);
    inlen = g_InLengthTotal * len;
    int indices[6];

```

```

    left = inlen;
    i = 0;

```

```

    rects = len > 0.0f ? 1 : 0;

```

```

    for (i = 0; i < 8; i++){
        if (left < g_InLengths[i]) break;
        left -= g_InLengths[i];
        rects++;
    }

```

```

    left = inlen;

```

```

    indices[0] = 0;
    indices[1] = 1;
    indices[2] = 2;

```

```

    indices[3] = 1;
    indices[4] = 2;
    indices[5] = 3;

```

```

    colors[0] = color;
    colors[1] = color;
    colors[2] = color;
    colors[3] = color;

```

```

    for (i = 0; i < rects; i++){
        alpha = (left > g_InLengths[i]) ? 1.0f : 1.0f/g_InLengths[i]*left;
        left -= g_InLengths[i];
    }

```

```

    verts[0] = g_InsideVertices[i];
    verts[1] = g_OutsideVertices[i];
    verts[2] = Vector3::Lerp(g_InsideVertices[i], g_InsideVertices[i+1], alpha);

```



```

verts[3] = Vector3::Lerp(g_OutsideVertices[i], g_OutsideVertices[i+1], alpha);

Draw_Indexed_Prim(2, verts, NULL, colors, indices);
}

left = g_InLengthTotal-inlen;

colors[0] = color2;
colors[1] = color2;
colors[2] = color2;
colors[3] = color2;

for (i = 8; i > rects-1; i--){
alpha = (left > g_InLengths[i-1]) ? 1.0f : 1.0f/g_InLengths[i-1]*left;
left -= g_InLengths[i-1];

verts[0] = g_InsideVertices[i];
verts[1] = g_OutsideVertices[i];
verts[2] = Vector3::Lerp(g_InsideVertices[i], g_InsideVertices[i-1], alpha);
verts[3] = Vector3::Lerp(g_OutsideVertices[i], g_OutsideVertices[i-1], alpha);

Draw_Indexed_Prim(2, verts, NULL, colors, indices);
}
}

void DrawAmmoCountBackground(D3DCOLOR color){
D3DCOLOR colors[9];
int i;

colors[0] = colors[1] = colors[2] = colors[3] = colors[4] = color;

Draw_Indexed_Prim(3, g_DisplayVertices, NULL, colors, g_DisplayIndices);
}

void DrawChargeBar(float x, float y, float width, float height, float progress, D3DCOLOR
framecolor, D3DCOLOR barcolor, D3DCOLOR barcolor2){
Vector3 verts[4];
D3DCOLOR colors[4];
int i;
int indices[6] = {
0, 1, 2,
1, 2, 3,
};
for (i = 0; i < 4; i++){
verts[i].Z = 0.0f;

if (progress == 1.0f){

```

```

for (i = 0; i < 4; i++)
    colors[i] = barcolor;

verts[0].X = x;
verts[0].Y = y;

verts[1].X = x+width;
verts[1].Y = y;

verts[2].X = x;
verts[2].Y = y+height;

verts[3].X = x+width;
verts[3].Y = y+height;
Draw_Indexed_Prim(2, verts, NULL, colors, indices);
} else if (progress == 0.0f){
for (i = 0; i < 4; i++)
    colors[i] = barcolor2;

verts[0].X = x;
verts[0].Y = y;

verts[1].X = x+width;
verts[1].Y = y;

verts[2].X = x;
verts[2].Y = y+height;

verts[3].X = x+width;
verts[3].Y = y+height;
Draw_Indexed_Prim(2, verts, NULL, colors, indices);
} else {
for (i = 0; i < 4; i++)
    colors[i] = barcolor;

verts[0].X = x;
verts[0].Y = y;

verts[1].X = x+(width*progress);
verts[1].Y = y;

verts[2].X = x;
verts[2].Y = y+height;

verts[3].X = x+(width*progress);
verts[3].Y = y+height;
Draw_Indexed_Prim(2, verts, NULL, colors, indices);

```

```

for (i = 0; i < 4; i++)
    colors[i] = barcolor2;

verts[0].X = x+(width*progress);
verts[0].Y = y;

verts[1].X = x+width;
verts[1].Y = y;

verts[2].X = x+(width*progress);
verts[2].Y = y+height;

verts[3].X = x+width;
verts[3].Y = y+height;
Draw_Indexed_Prim(2, verts, NULL, colors, indices);
}

Draw_Frame(RectClass(x, y, x+width, y+height), framecolor);
}

/*
PICHUDRenderObjClass
*/

PICHUDRenderObjClass::PICHUDRenderObjClass(){
    Matrix3D mat(true);
    Set_Transform(mat);
    m_Bits |= BOUNDING_VOLUMES_VALID | IS_FORCE_VISIBLE;
}

PICHUDRenderObjClass::~PICHUDRenderObjClass(){
}

RenderObjClass* PICHUDRenderObjClass::Clone(){
    return NULL;
}

int PICHUDRenderObjClass::Get_Sort_Level(){
    return WW3D::MinStaticSortLevel;
    //return WW3D::MaxStaticSortLevel;
    ShaderClass shader;
    shader.Set_Shader(ShaderClass::_PresetAlphaShader);
    shader.m_Depth_Mask = 1;
    return shader.Guess_Sort_Level();
}

```

```

void PICHUDRenderObjClass::Render(RenderInfoClass&){
int sort_level;
CTextDrawer draw;
int _ammo;
int maxammo;
int displayammo;
Matrix3D mat, trans;
WeaponClass *pWeapon;
Matrix4 mat2;
float ammo;
ShaderClass shader;
wchar_t lBuf[16];
bool hasinclip;
float statetime;
float reloadtime;
WeaponClass::WeaponState state;
float barx;
float time;
int t;

if (WW3D::AreStaticSortListsEnabled && (sort_level = Get_Sort_Level())){
WW3D::Add_To_Static_Sort_List(this, sort_level);
return;
}

g_pPICBatch->Reset();
draw.Set_Batch(g_pPICBatch);
draw.Set_Font(g_pPICFont);

D3DMATERIAL9 matr;
memset(&matr, 0, sizeof(D3DMATERIAL9));
matr.Diffuse.a = 1.0f;
matr.Diffuse.r = 1.0f;
matr.Diffuse.g = 1.0f;
matr.Diffuse.b = 1.0f;

(*g_ppD3DDevice)->SetPixelShader(NULL);
(*g_ppD3DDevice)->SetVertexShader(NULL);
StateManager::SetRenderState(D3DRS_DIFFUSEMATERIALSOURCE, D3DMCS_COLOR1);
StateManager::SetMaterial(&matr);
StateManager::SetRenderState(D3DRS_LIGHTING, FALSE);
StateManager::SetRenderState(D3DRS_FOGENABLE, FALSE);

StateManager::SetRenderState(D3DRS_CULLMODE, D3DCULL_NONE);

shader.Set_Shader(ShaderClass::_PresetAlphaShader);
shader.m_Texturing = 1;

```

```
shader.Apply();
```

```
(*g_ppD3DDevice)->SetTexture(0, NULL);
mat2.Init(m_Transform);
mat2 = (Matrix4(m_Transform).Transpose());
StateManager::SetTransform(D3DTS_WORLD, (D3DMATRIX*)&mat2);
StateManager::SetRenderState(D3DRS_CULLMODE, D3DCULL_NONE);
displayammo = -1;
hasinclip = false;
state = WeaponClass::WS_READY;
statetime = 0;
reloadtime = 1.0f;
if ((pWeapon = WeaponBagClass::GetMyWeapon(false)){
    state = pWeapon->GetState();
    statetime = pWeapon->GetStateTime();
    reloadtime = pWeapon->m_pDefintion->m_Reload_Time;
    if (reloadtime == 0.0f) reloadtime = 0.0000001f;
    _ammo = pWeapon->m_Ammo;
    maxammo = pWeapon->m_Max_Ammo;
    if (_ammo == -1 || maxammo == -1){
        ammo = 1.0f;
        displayammo = -1;
    }else{
        ammo =
1.0f/((float)((int)pWeapon->m_pDefintion->m_Max_Inventory_Rounds))*((float)(displayammo =
maxammo));
        hasinclip = (int)pWeapon->m_Ammo ? true : false;
    }
} else
    ammo = 1.0f;
//Draw ammo bar
DrawPICBar(ammo, D3DCOLOR_XRGB(0,255,0), D3DCOLOR_XRGB(255,0,0));
DrawAmmoCountBackground(D3DCOLOR_XRGB(0,0,0));

//Draw weapon status
draw.Set_Scene_Size(0.01f);
mat.Make_Identity();
mat.setRotationX(Deg2Rad(-90.0f));
mat.setRotationZ(Deg2Rad(180.0f));
trans.Set_Translation(Vector3(0.023128f-0.009f, 0.1402f, 0.051910f+0.01f));
mat = m_Transform*trans*mat;
mat2 = Matrix4(mat).Transpose();
StateManager::SetTransform(D3DTS_WORLD, (D3DMATRIX*)&mat2);

if (state == WeaponClass::WS_RELOADING){
    barx = (float)draw.Draw_Single_Line(D3DCOLOR_XRGB(255,255,0), 0, 0, L"Charging... ");
    barx *= draw.GetScalar();
```

```

    DrawChargeBar(barx, 0.003f, 0.02f, 0.004f, 1.0f-(1.0f/reloadtime*statetime),
D3DCOLOR_XRGB(255,255,0), D3DCOLOR_XRGB(255,255,0), D3DCOLOR_XRGB(0,0,0));
} else if (maxammo == 0 && _ammo == 0)
    draw.Draw_Single_Line(D3DCOLOR_XRGB(255,0,0), 0, 0, L"Battery depleted.");
else
    draw.Draw_Single_Line(D3DCOLOR_XRGB(0,255,0), 0, 0, L"Charged.");

```

```

if (g_pPICBatch->Serialize())
    g_pPICBatch->Render();
g_pPICBatch->Reset();

```

```

//DrawAmmoCountBackground(hasinclip ? D3DCOLOR_XRGB(0,255,0) :
D3DCOLOR_XRGB(255,0,0));

```

```

draw.Set_Scene_Size(0.0169f);
mat.Make_Identity();
mat.setRotationX(Deg2Rad(-90.0f));
mat.setRotationZ(Deg2Rad(180.0f));
trans.Set_Translation(Vector3(-0.008227f+0.0001f, 0.1402f, 0.024404f+0.0162f));
mat = m_Transform*trans*mat;
mat2 = Matrix4(mat).Transpose();
StateManager::SetTransform(D3DTS_WORLD, (D3DMATRIX*)&mat2);

```

```

if (displayammo == -1)
    StrCpyW(IBuf, L"\x221E");
else
    sprintf(IBuf, L"%d", displayammo);

```

```

draw.Draw_Single_Line(displayammo > 0 ? D3DCOLOR_XRGB(0,255,0) :
D3DCOLOR_XRGB(255,0,0), 0, 0, IBuf);
if (g_pPICBatch->Serialize())
    g_pPICBatch->Render();
}

```

```

RenderObjClass* _stdcall AttachWeapon(WeaponClass* pWeapon, RenderObjClass*
pWeaponObj){
    g_pWeaponModel = pWeaponObj;
    RenderObjClass *pObj;
    if (pWeapon->m_pDefintion->Get_ID() == 409610033){
        pObj = new PICHUDDRenderObjClass;
        if (pObj && pWeaponObj){
            pWeaponObj->Add_Sub_Object_To_Bone(pObj, "F_GM_SCOPE");
            pObj->Release_Ref();
        }
    }
}

```

```

return pWeaponObj;
}

__declspec(naked) void ASM_WeaponAttach(){
__asm {
add esp, 4;
push eax;
push edi;
call AttachWeapon;
mov edx, 0x0070E7FC;
jmp edx;
}
}

/*
PIDHUDRegistrar
*/

void PIDHUDRegistrar::Init(){
#ifdef GAME
g_pRedirectHandler->RedirectCall(0x0070E7F4, ASM_WeaponAttach);
g_pPICFont = new CWin32Font();
g_pPICFont->Create("Arial", 32, 1, 0, 0, 0);
g_pPICBatch = new CFontBatch;
InitNumDisplay();
MakeBarLengths();

#endif //GAME
}

void PIDHUDRegistrar::Terminate(){
#ifdef GAME
delete g_pPICFont;
delete g_pPICBatch;
#endif //GAME
}

PIDHUDRegistrar g_PIDHUDRegistrar;

```

Subject: Re: [Showoff] PIC
Posted by [YazooGang](#) on Sat, 13 Dec 2008 23:17:22 GMT
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how do i put it all together to compile?

like a make a new .cpp file and put them all inside? then what about the .h file?

plase help

Subject: Re: [Showoff] PIC

Posted by [Jerad2142](#) on Sun, 14 Dec 2008 00:43:00 GMT

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YazooGang wrote on Sat, 13 December 2008 16:17how do i put it all together to compile?

like a make a new .cpp file and put them all inside? then what about the .h file?

plase help

Smells like a file from 4.0 to me, you won't be able to compile much of anything that works therefore.

Subject: Re: [Showoff] PIC

Posted by [Sir Kane](#) on Sun, 14 Dec 2008 01:31:08 GMT

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Only StateManager:: is related to 4.0 really.

Subject: Re: [Showoff] PIC

Posted by [dr3w2](#) on Mon, 15 Dec 2008 19:19:18 GMT

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holy shit, not only is he working on renegade he's releasing source code

Also, SK i must applaud you for the clean code and proper spacing/grouping of code which I find most people fail to do

It makes it that much easiest to read and understand.

Subject: Re: [Showoff] PIC

Posted by [ErroR](#) on Mon, 15 Dec 2008 20:03:54 GMT

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so anybody showing more ss or a vid of it ?

Subject: Re: [Showoff] PIC

Posted by [Sir Kane](#) on Mon, 15 Dec 2008 21:43:39 GMT

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Once I acquire fraps.

Subject: Re: [Showoff] PIC
Posted by [renalpha](#) on Mon, 15 Dec 2008 22:12:13 GMT
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they dont allow my warez links
else im banned for the 6th time

Subject: Re: [Showoff] PIC
Posted by [Sir Kane](#) on Mon, 15 Dec 2008 23:41:53 GMT
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Who says I will warez it?

Subject: Re: [Showoff] PIC
Posted by [Ma1kel](#) on Tue, 16 Dec 2008 10:19:39 GMT
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Sir Kane wrote on Mon, 15 December 2008 19:41Who says I will warez it?
your brain cells
