
Subject: HUDs?

Posted by [Genesis2001](#) on Wed, 17 Dec 2008 17:47:35 GMT

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Is it possible to have a HUD for a specific map? and a completely separate one for other maps?
i.e. Have a custom HUD built specifically for a map and included in the .mix?

Subject: Re: HUDs?

Posted by [cAmpa](#) on Wed, 17 Dec 2008 18:03:01 GMT

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Yes, but not without source changes i guess.

Subject: Re: HUDs?

Posted by [Genesis2001](#) on Wed, 17 Dec 2008 18:05:14 GMT

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cAmpa wrote on Wed, 17 December 2008 11:03Yes, but not without source changes i guess.

Client coding? :/ Grr. That'd be a pain the arse.

Subject: Re: HUDs?

Posted by [ErroR](#) on Wed, 17 Dec 2008 18:06:20 GMT

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wouldn't putting it in a mix do it?

Subject: Re: HUDs?

Posted by [cAmpa](#) on Wed, 17 Dec 2008 18:19:52 GMT

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Quote:Client coding? :/ Grr. That'd be a pain the arse.

What else, i don't think the normal 3.44 shaders would support this.

Subject: Re: HUDs?

Posted by [YazooGang](#) on Wed, 17 Dec 2008 20:14:36 GMT

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You create a C&C_<mapname>.ini and put the codes ect in it...

Subject: Re: HUDs?

Posted by [Genesis2001](#) on Thu, 18 Dec 2008 04:05:52 GMT

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Anyone got a tutorial on how to make one? :/

Subject: Re: HUDs?

Posted by [samous](#) on Thu, 18 Dec 2008 04:09:33 GMT

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i think all you have to do is:

MapTexture = <ECT>.tga

or something. Don't copy it, i bet i'm rong. Look at one of those scrolling hud things, the code is there.

Subject: Re: HUDs?

Posted by [YazooGang](#) on Thu, 18 Dec 2008 11:16:14 GMT

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Zack wrote on Wed, 17 December 2008 22:05Anyone got a tutorial on how to make one? :/
bhs.txt
