
Subject: [HUD] New HUD [Update2 read first Post]
Posted by [DL60](#) on Tue, 23 Dec 2008 21:05:09 GMT
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Hi everyone,

Maybe you remember the serverside HUD project of campa and me. It wasn't never really finished and it can't be released only for our RenCom Server (not of technical reasons). I decided to finish it for you all and made nearly finished version but you some points to know:

1. It uses a modified version of the shaders.dll. It contains a handfull of bugfixes and new features (and maybe some new bugs^). I remember all of them some important ones are mentioned below.
2. I doesn't include the Building-Bars but every other change we made.
3. I didn't included any mapoverviews - I'm going to release them seperatly. Maybe you use canadacdn's ones from renhelp.
4. This HUD supports every screen resolution but maybe if you use a too small resolution some boxes will overleap.
This screen-resolution independence was not made by us! It can already be made with a pure 3.4.4. shader.dll
5. A last information to the skilled programmers here: I made the last changes on the shaderhud.cpp code and I'm a programming beginner. I just copied existing code and modified it for my purposes. Maybe you will notice that in some way when you use it or when I give the source to some of you.

*Major Changes/Features:

- HUD shows active mines of your Team
- BulletBar shows the current number of Bullets in your weapon
- fixed some issues with the radar and the mapoverviews
- every number depends now on these fontXxX.tga's except the Weaponsdescription
- Added BulletIcon (like the HealthIcon)

I attached the hud to this post and you can download it at my site at the others-category (if you can't see the entry press F5 reload).

<http://deathlink.ut-ccr.de/>

Have fun with it.

Edit3: So here is the release compiled version including the source.
Merry Christmas!

File Attachments

1) [d6hudpreview.jpg](#), downloaded 2558 times



SW



100

100

DEATHLINK

2) [D6HUD.zip](#), downloaded 497 times

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Caveman](#) on Tue, 23 Dec 2008 21:09:39 GMT

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Looks good.. What resolution(s) does this support?

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [DutchNeon](#) on Tue, 23 Dec 2008 21:14:01 GMT

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Wow! This looks really good! I especially like the 'basic' look of the HUD, not too much eye candy, but a basic, good looking HUD. Will sure try this HUD out

PS: I'm using a couple replacements/mod(s) from your site, like the 'leet sniper rifle' and the 'blood mod', really cool stuff! The only thing is that most of your weapon replacements are missing first person stealth views (First person view for weapons, while being in 'stealth mode') + strange reloading, but next to that, they are awesome work!

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [MGamer](#) on Tue, 23 Dec 2008 21:14:54 GMT

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wow thats epic ! no1 is going to remember scrin after this

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Di3HardNL](#) on Tue, 23 Dec 2008 21:15:15 GMT

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Awesome! thank you

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Goztow](#) on Tue, 23 Dec 2008 21:20:05 GMT

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Nice work!

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [raven](#) on Tue, 23 Dec 2008 21:21:53 GMT

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Awesome hud.. one issue. shaders crashes ren on startup. I'm using an old version of shaders now and it works okay, just the credits/time dont show up and the compass is HUGE!

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [LiL KiLLa](#) on Tue, 23 Dec 2008 21:22:33 GMT

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Di3HardNL wrote on Tue, 23 December 2008 22:15Awesome! thank you

Goztow wrote on Tue, 23 December 2008 22:20Nice work!

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [DutchNeon](#) on Tue, 23 Dec 2008 21:23:34 GMT

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Hmm, It seems my computer hates the new shaders.dll, because with the modified shaders.dll, my Renegade crashes instantly after starting Renegade up, but with the basic shaders.dll from Scripts 3.4.4, it doesn't crash.

With the basic shaders.dll, it kinda fucks up the HUD :s

Edit: Seems Raven has the same problem as me

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [DL60](#) on Tue, 23 Dec 2008 21:23:49 GMT

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This HUD supports every screen resolution but maybe if you use a too small resolution some boxes will overleap.

This screen-resolution independence was not made by us! It can already be made with a pure 3.4.4. shaders.dll

@To all with crashes: Sry I have no idea. I'm programming nub.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Caveman](#) on Tue, 23 Dec 2008 21:42:18 GMT

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Ok great. I downloaded canadacdn's version but im not sure what files I need from it for the mapfiles..

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Craziac](#) on Tue, 23 Dec 2008 21:46:26 GMT

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DeathLink6.0 wrote on Tue, 23 December 2008 15:23 This HUD supports every screen resolution but maybe if you use a too small resolution some boxes will overleap.

This screen-resolution independence was not made by us! It can already be made with a pure 3.4.4. shaders.dll

@To all with crashes: Sry I have no idea. I'm programming nub.

I have the same issue as Raven and Neon..

If you don't mind, could you PM me the changes you made to the Shaders? I may be able to fix it. I understand if you don't want to do this, I'm a closed-source man myself.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [DutchNeon](#) on Tue, 23 Dec 2008 21:50:14 GMT

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Short fix (worked for me):

While using the normal shaders.dll, turn 'Shaders enabled' off in the 'BHS.dll options', close the game, replace the modified shaders.dll back in your data map, and see if it works

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Craziac](#) on Tue, 23 Dec 2008 21:50:49 GMT

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DutchNeon wrote on Tue, 23 December 2008 15:50 Short fix (worked for me):

While using the normal shaders.dll, turn 'Shaders enabled' off in the 'BHS.dll options', close the game, replace the modified shaders.dll back in your data map, and see if it works

Lol, works for me too. Guess I'll just do that. On a side note though, there are several memory leaks in the changes you made.

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [Di3HardNL](#) on Tue, 23 Dec 2008 21:56:38 GMT
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Yxs wrote on Tue, 23 December 2008 15:50DutchNeon wrote on Tue, 23 December 2008 15:50Short fix (worked for me):

While using the normal shaders.dll, turn 'Shaders enabled' off in the 'BHS.dll options', close the game, replace the modified shaders.dll back in your data map, and see if it works

Lol, works for me too. Guess I'll just do that. On a side note though, there are several memory leaks in the changes you made.

Also crashed for me with new shaders..

But it works if you disable shaders so

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [MGamer](#) on Tue, 23 Dec 2008 21:57:03 GMT
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DeathLink6.0 wrote on Tue, 23 December 2008 15:23This HUD supports every screen resolution but maybe if you use a too small resolution some boxes will overleap.

This screen-resolution independence was not made by us! It can already be made with a pure 3.4.4. shaders.dll

@To all with crashes: Sry I have no idea. I'm programming nub.
it does not support resolutions under 1024 x 768 also there is an small problem if you have an hp over the standard

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [_SSnipe_](#) on Tue, 23 Dec 2008 22:12:16 GMT
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If it does not support 1024 x 768 then I cant use it

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [MGamer](#) on Tue, 23 Dec 2008 22:13:36 GMT

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SSnipe wrote on Tue, 23 December 2008 16:12If it does not support 1024 x 768 then I cant use it it does support 1024 x 768 but not 800 x 600

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [saberhawk](#) on Tue, 23 Dec 2008 22:15:08 GMT

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SSnipe wrote on Tue, 23 December 2008 16:12If it does not support 1024 x 768 then I cant use it

smack

"This HUD supports every screen resolution but maybe if you use a too small resolution some boxes will overleap."

@DeathLink6.0:

Please comply with the scripts.dll licence and release source code for your changes.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [DL60](#) on Tue, 23 Dec 2008 22:16:37 GMT

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lol it supports 1024x768.

It doesn't support everything below that because the graphics are too big.

Quote:

@DeathLink6.0:

release source code for your changes.

I planned to release it to the TT team.

Quote:

Please comply with the scripts.dll licence

What does this mean in detail? Sry for question but I really don't know.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Caveman](#) on Tue, 23 Dec 2008 22:19:13 GMT

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Can someone answer my question please about the mapoverlays.. which files from canadacdt's hud do I need to copy?

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Craziac](#) on Tue, 23 Dec 2008 22:24:06 GMT

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Quote:Quote:Please comply with the scripts.dll licence

What does this mean in detail? Sry for question but I really don't know.

The scripts.dll licence states something to the effect of "if you release modifications publicly, the source has to be released too."

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [saberhawk](#) on Tue, 23 Dec 2008 22:24:28 GMT

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DeathLink6.0 wrote on Tue, 23 December 2008 16:16lol it supports 1024x768.

It doesn't support everything below that because the graphics are too big.

Quote:

@DeathLink6.0:

release source code for your changes.

I planned to release it to the TT team.

Quote:

Please comply with the scripts.dll licence

What does this mean in detail? Sry for question but I really don't know.

The license means you must release any source code for any changes you release to the public to any dll under scripts.dll that does not have a specific exception to it in the license text.

Releasing a binary without source code is breaking the license.

Also, if you haven't noticed, I'm a member of the TT team

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Di3HardNL](#) on Tue, 23 Dec 2008 22:26:54 GMT

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Caveman wrote on Tue, 23 December 2008 16:19 Can someone answer my question please about the mapoverlays.. which files from canadacdt's hud do I need to copy?

Just copy the .DDS and INI files that have the names of the maps as filename.

Works for me

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [DutchNeon](#) on Tue, 23 Dec 2008 22:28:06 GMT

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Anyone has a Glacier and Islands overlay for this HUD? Those are not included (afaik) In Canada's HUD

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Craziac](#) on Tue, 23 Dec 2008 22:28:48 GMT

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NVM. Failed.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [DL60](#) on Tue, 23 Dec 2008 22:32:17 GMT

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Quote:Also, if you haven't noticed, I'm a member of the TT team
I know - I completely aware of the TT-teamlist. I wouldn't make a logo for a project without knowing every information I'm able to get about.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [_SSnipe_](#) on Tue, 23 Dec 2008 22:34:50 GMT

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Saberhawk wrote on Tue, 23 December 2008 14:15 SSnipe wrote on Tue, 23 December 2008 16:12 If it does not support 1024 x 768 then I cant use it

smack

"This HUD supports every screen resolution but maybe if you use a too small resolution some

boxes will overlap."

@DeathLink6.0:

Please comply with the scripts.dll licence and release source code for your changes.
I might If it overlaps on 1024 x 768 I wont use it

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Craziac](#) on Tue, 23 Dec 2008 22:37:30 GMT

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SSnipe wrote on Tue, 23 December 2008 23:34 I might If it overlaps on 1024 x 768 I wont use it

Was fine on 1024x768(Windowed) for me.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Lone0001](#) on Tue, 23 Dec 2008 22:41:43 GMT

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Very nice work Campa and DeathLink

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [anant](#) on Tue, 23 Dec 2008 23:35:49 GMT

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here is the problem I get. The buildings don't show up ON ANY MAP and the money is in the wrong place, please fix.

File Attachments

1) [hud hourglass.bmp](#), downloaded 627 times

2) [hud walls.bmp](#), downloaded 638 times

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [MGamer](#) on Tue, 23 Dec 2008 23:37:36 GMT

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anant wrote on Tue, 23 December 2008 17:35 here is the problem I get. The buildings don't show up ON ANY MAP and the money is in the wrong place, please fix.

thats because you are playing in 800 x 600 and you dont have the files from the canada hud

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [anant](#) on Tue, 23 Dec 2008 23:46:26 GMT
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oh, can you help me then?

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [Di3HardNL](#) on Tue, 23 Dec 2008 23:56:46 GMT
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change it in your config to a higher resolution.

and copy the .dds + ini map files to your data.

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [_SSnipe_](#) on Wed, 24 Dec 2008 00:04:05 GMT
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Yxs wrote on Tue, 23 December 2008 14:37SSnipe wrote on Tue, 23 December 2008 23:34
might If it overlaps on 1024 x 768 I wont use it

Was fine on 1024x768(Windowed) for me.
Thanks for heads up and very very very nice work

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [R315r4z0r](#) on Wed, 24 Dec 2008 00:34:22 GMT
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Wow! This one of the very, very few custom HUDs that I've seen on this forum that I actually like.
Very nice job!

I like the bullet bar feature.

Edit:

This is the first custom HUD that I ever downloaded and installed. I absolutely love this HUD. Mine
counter is really cool too.

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [YazooGang](#) on Wed, 24 Dec 2008 02:22:10 GMT
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'unfortunatly' the shaders.dll only shows the intro movies and then when i skip them, and when its time to goto the main menu, it crashes.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [anant](#) on Wed, 24 Dec 2008 02:31:24 GMT

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Di3HardNL wrote on Tue, 23 December 2008 17:56change it in your config to a higher resolution.

and copy the .dds + ini map files to your data.

Thanks, somebody helps

i also deleted the shaders but i need to know which shaders to keep. When i delete some my ren wont start, and with all of them its messed. Which shadders stop the crashing when I get into vehicles?

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Craziac](#) on Wed, 24 Dec 2008 02:39:02 GMT

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YazooGang wrote on Tue, 23 December 2008 20:22'unfortunatly' the shaders.dll only shows the intro movies and then when i skip them, and when its time to goto the main menu, it crashes.

This isn't his fault. I compiled an unaltered shaders.dll and it crashed in the same manner. The only way is to use the original shaders.dll provided, disable Shaders in BHS options, and run the altered shaders.dll.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [anant](#) on Wed, 24 Dec 2008 03:01:49 GMT

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I cant use it cause of my res, its 800x600 i did not see that before

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [DutchNeon](#) on Wed, 24 Dec 2008 03:30:24 GMT

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Anant, you seriously playing on such a small computer monitor then?

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Craziac](#) on Wed, 24 Dec 2008 03:37:09 GMT

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DeathLink6.0:

<http://www.renegadeforums.com/index.php/m/331813/20619/> (Link MUCH THANKS to Saberhawk)

Make that modification in your DLL and the crash will disappear.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [anant](#) on Wed, 24 Dec 2008 04:49:18 GMT

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DutchNeon wrote on Tue, 23 December 2008 21:30Anant, you seriously playing on such a small computer monitor then?

Yeah haha, its about the size of my forearm, if i bend it in a "L" shape

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [pawky](#) on Wed, 24 Dec 2008 04:57:10 GMT

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anant wrote on Tue, 23 December 2008 22:49DutchNeon wrote on Tue, 23 December 2008 21:30Anant, you seriously playing on such a small computer monitor then?

Yeah haha, its about the size of my forearm, if i bend it in a "L" shape

lol man, I have some good big CRT's lying aorund my house...I would be glad to give it to you for free.

Or you can buy one for \$10 LOL

http://libertycomputerct.com/used_equipment_sale

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [dr3w2](#) on Wed, 24 Dec 2008 04:59:04 GMT

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Thanks. I liked the font and that the hud.ini had all the right properties available(like the mines), so i modified it to my liking

<http://www.n00bstories.com/image.fetch.php?id=1370940366>

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Bioh4zarD](#) on Wed, 24 Dec 2008 05:30:49 GMT

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This is a nice hud you made, it works also on 1154x864 resolution.

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [samous](#) on Wed, 24 Dec 2008 05:57:52 GMT

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TANKY wrote on Tue, 23 December 2008 20:57

Or you can buy one for \$10 LOL

http://libertycomputerct.com/used_equipment_sale

lol, who would buy one of those!? They suck! 10\$ is too much for a screen like that. I would pay a max of 10C for one of those! (Trufully I don't even hve to pay that much, b/c my grandfather owns a computer repair shop, and alot of people donate the sceens ur talking about to his shop b/c they are horrible compared to todays technoligy!)

Sry, I guess this is kinda off topic...

=samous

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Lone0001](#) on Wed, 24 Dec 2008 06:41:17 GMT

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I suppose you're just not used to those monitors(bit spoiled imo) I would be happy with another 19" CRT(I've had nothing but CRTs up to now, the only LCD I have is my laptop's) since the one I had broke recently

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [R315r4z0r](#) on Wed, 24 Dec 2008 06:45:14 GMT

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I've been using this 17" CRT monitor since 2002 but I'm finally getting a 19" LCD for Christmas

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [Scrin](#) on Wed, 24 Dec 2008 07:35:02 GMT

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new shaders.dll wont work without disabled 3.4.4 shaders effects (so i wont use that hud and

code)

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [slosha](#) on Wed, 24 Dec 2008 08:16:36 GMT

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doesn't work for me.. i have 1280x800.. PM me help please

only text shows up :\

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [DL60](#) on Wed, 24 Dec 2008 08:28:56 GMT

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@Glock: I have no idea how to help you. Maybe you post a screenshot.

@all: Here is a fixed shaders.dll - you can also re-download from my renegade page.

File Attachments

1) [shaders.dll](#), downloaded 80 times

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [ErroR](#) on Wed, 24 Dec 2008 09:01:16 GMT

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nice hud

Subject: Re: [Release] New HUD with modified shaders.dll

Posted by [ErroR](#) on Wed, 24 Dec 2008 09:08:21 GMT

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sadly i can't use stealth wire frame with this

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]

Posted by [Gen_Blacky](#) on Wed, 24 Dec 2008 10:09:43 GMT

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sure you can just edit your scripts

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [ErroR](#) on Wed, 24 Dec 2008 10:12:50 GMT
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i never tried that.. i saw the sticky it's just 2 hard for me.

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [ErroR](#) on Wed, 24 Dec 2008 10:25:07 GMT
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so.. can any 1 do it

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [DL60](#) on Wed, 24 Dec 2008 13:39:34 GMT
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At last one picture of our internal full HUD with BuildingBars.

Everybody who knows at least a bit programming is able to create them with the help of the existing code. I did my try as a programming nub with the bulletbar and you see it works.

Don't worry it won't be released.

It wouldn't affect public-lame-40/50-players-marathon-play but the here are still some ppl who play clanwars.

File Attachments

1) [D6HUD03.jpg](#), downloaded 604 times



Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [MGamer](#) on Wed, 24 Dec 2008 14:02:38 GMT
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if you dont release that then we should also ban the G15 keyboards

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [mrÄ&SÄ-z](#) on Wed, 24 Dec 2008 14:05:51 GMT
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Nothing new with the building health bars i already had it by editing existing code, but that feature is getting on my nerves, when i get more time im gona recreate that shit and gonna release it

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [ErroR](#) on Wed, 24 Dec 2008 15:19:32 GMT
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btw.. could you add a place for strings (such as weapon names)

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [Caveman](#) on Wed, 24 Dec 2008 15:22:03 GMT
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I get this after playing game.. Just want to know what it is

File Attachments

1) [memleak_shaders2.log](#), downloaded 88 times

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [saberhawk](#) on Wed, 24 Dec 2008 15:34:26 GMT
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Caveman wrote on Wed, 24 December 2008 10:22l get this after playing game.. Just want to know what it is

It's the results of somebody releasing a Debug build DLL instead of a Release build one.

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [Caveman](#) on Wed, 24 Dec 2008 16:12:22 GMT

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I can still use it though? Its not gonna crash my game or anything like that? I just downloaded the second shaders.dll and I got that...

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [saberhawk](#) on Wed, 24 Dec 2008 16:21:39 GMT

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Caveman wrote on Wed, 24 December 2008 10:12 I can still use it though? Its not gonna crash my game or anything like that? I just downloaded the second shaders.dll and I got that...

Shouldn't crash your game, but you will get worse FPS than with a release build.

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [DeathC200](#) on Wed, 24 Dec 2008 16:41:09 GMT

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well use in feature refrence

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [Gen_Blacky](#) on Wed, 24 Dec 2008 16:48:17 GMT

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Deathlink can you you compile a release build or give source.

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [dr3w2](#) on Wed, 24 Dec 2008 17:27:30 GMT

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Gen_Blacky wrote on Wed, 24 December 2008 10:48 Deathlink can you you compile a release build or give source.
source would be more preferred.

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [Ethenal](#) on Wed, 24 Dec 2008 17:30:34 GMT

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andr3w282 wrote on Wed, 24 December 2008 11:27Gen_Blacky wrote on Wed, 24 December 2008 10:48Deathlink can you you compile a release build or give source.
source would be more preferred.
Also required as per the license.

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [slosha](#) on Wed, 24 Dec 2008 18:42:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

any1 notice his mad 256 fps?

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [R315r4z0r](#) on Wed, 24 Dec 2008 18:56:59 GMT
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I used to get that. It isn't really that much FPS, it just says that. I would get 300FPS at some points and it wouldn't seem any different than 40.

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [ErroR](#) on Wed, 24 Dec 2008 18:58:18 GMT
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mine says 30.. or 20 but feels like 60

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [mrÅ£ÅŞÅ-z](#) on Wed, 24 Dec 2008 19:18:43 GMT
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andr3w282 wrote on Wed, 24 December 2008 11:27Gen_Blacky wrote on Wed, 24 December 2008 10:48Deathlink can you you compile a release build or give source.
source would be more preferred.
Just look in the current scripts source, then you can do it by yourselfe

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [dr3w2](#) on Wed, 24 Dec 2008 20:22:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Wed, 24 December 2008 13:18andr3w282 wrote on Wed, 24 December 2008 11:27Gen_Blacky wrote on Wed, 24 December 2008 10:48Deathlink can you you compile a release build or give source.

source would be more preferred.

Just look in the current scripts source, then you can do it by yourself

Or considering he released something with an agreement on it forcing him to release the source.

Also it would be much appreciated deathlink if this wasn't the debugger dll and a release compile :\

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [DL60](#) on Wed, 24 Dec 2008 20:32:57 GMT

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Hey I have a talk with someone who knows how to turn this stuff off XD and this someone already has my source. I'm going to compile the shaders.dll without the debug stuff and maybe some other bugs this someone found. Then I think it is a good point for this small lil archive with the .cpp's right?

Edit: Merry Christmas!

Edit2: Okay I found everything with the debug and release stuff.

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [anant](#) on Wed, 24 Dec 2008 20:51:14 GMT

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DutchNeon wrote on Tue, 23 December 2008 20:30Anant, you seriously playing on such a small computer monitor then?

File Attachments

1) [IMG_7945.JPG](#), downloaded 574 times

FLATRON *Wide*



Internet Explorer



Need for Speed Under...



Windows Live Mail



Start with an



The Sims 2



Windows Live Messenger



EOS Utility



iFariView



Nero StartSmart



Safari



HP Photosmart Essential



My Documents



HyperCard 2



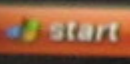
My Computer



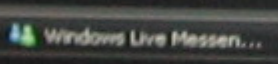
Adobe Reader



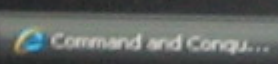
ZoomBrowser EX



start



Windows Live Messen...



Command and Conqu...



Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [anant](#) on Wed, 24 Dec 2008 20:52:16 GMT
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File Attachments

1) [IMG_7946.JPG](#), downloaded 575 times

FLATRON *Wide*

LG

Subject: Re: [Release] New HUD with modified shaders.dll
Posted by [Caveman](#) on Wed, 24 Dec 2008 20:56:43 GMT
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.. You could have just said that you have a 19" .. would have saved you some time..

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [dr3w2](#) on Wed, 24 Dec 2008 21:13:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

DeathLink6.0 wrote on Wed, 24 December 2008 14:32Hey I have a talk with someone who knows how to turn this stuff off XD and this someone already has my source. I'm going to compile the shaders.dll without the debug stuff and maybe some other bugs this someone found. Then I think it is a good point for this small lil archive with the .cpp's right?

Edit: Merry Christmas!

Edit2: Okay I found everything with the debug and release stuff.
kk nice.

Im guessing just a matter of time before you upload the release/non-debug dll ?
Thanks

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DL60](#) on Wed, 24 Dec 2008 21:15:14 GMT
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Read first post for release compiled version and source.

I don't know if there is more to do but doesn't matter anymore. Code your own huds!

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Wed, 24 Dec 2008 21:42:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

DeathLink6.0 wrote on Wed, 24 December 2008 15:15Read first post for release compiled version and source.

I don't know if there is more to do but doesn't matter anymore. Code your own huds!
Awesome

Thanks a lot, its much appreciated

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DutchNeon](#) on Wed, 24 Dec 2008 22:00:03 GMT
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@ Anant,

I'm also running on a 19" LCD screen (not widescreen) and I use 1280 X 1024. That screen sure supports resolutions higher then 800 X 600 Maybe try a bigger resolution?

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [anant](#) on Wed, 24 Dec 2008 22:11:28 GMT
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that does not fit my screen

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [mr£Ã\\$Ä-z](#) on Wed, 24 Dec 2008 22:46:42 GMT
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lol im gonna make new functions for renegade also, just wait the next days

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [Chuck Norris](#) on Wed, 24 Dec 2008 23:36:04 GMT
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Anant, that picture you posted shows a desktop with a 1024x768 resolution. I can tell due to the space the taskbar has. Surely you can choose that. If not, there's something up. I don't think a 17" or 19" LCD would have a native/maximum resolution of 800x600. R315r4z0r wrote on Wed, 24 December 2008 13:56 I used to get that. It isn't really that much FPS, it just says that. I would get 300FPS at some points and it wouldn't seem any different than 40. I don't know about you, but when it says I get so many FPS, I'm getting that many FPS. If I disable v-sync, depending on what's going on and how many players are in the server, I can sometimes average about 200FPS (keep in mind that this is at 1600x1200 with 8xAA, 16xAF, and Supersampling AA enabled), and when I do, I can most definitely tell the difference between it (even though it's just 100FPS with screen tearing) versus a comparatively slow 40FPS. Then again, I can see the difference between 60FPS and 100FPS to the point to where, if I've played a game with a constant 100FPS (Renegade hardly ever goes below that for me if I enable v-sync), then 60FPS is just slow to me, so maybe it's just me, and you can't tell that you're getting what it says when it's over a certain amount. If you're used to 40-60FPS, and you have an LCD that won't go higher than, say, 60hz or 75hz, it may really be doing that many FPS, but it may not feel any higher to you since you're used to that range and anything higher doesn't come off to you.

Edit: By the way, I'll second the comment that, of all of the HUDs I've seen, this is the first I've downloaded and liked. Nice job!

Toggle Spoiler

File Attachments

1) [ScreenShot37.jpg](#), downloaded 562 times



Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DL60](#) on Wed, 24 Dec 2008 23:36:10 GMT
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Quote:lol im gonna make new functions for renegade also, just wait the next days

lol wanna see if I can expect some more public development with this release at all because it is hard to believe for me. Most ppl who want fancy featured huds so bad are not even able to read bhs.txt to make their huds "nearly" screenres independent.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DutchNeon](#) on Thu, 25 Dec 2008 01:02:43 GMT
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For the people who want overlay maps, I copied all the overlay maps from Canadacdn's HUD into this RAR file. They work with this HUD, so you just extract them into your DATA folder, and they work.

SEE THE ATTACHMENTS!! 3 parts, because the max file size is 1024kb -.-

I did not create those overlay maps, so the credits go to Canadacdn and his HUD:

<http://ren.game-maps.net/index.php?action=file&id=966>

If i get my DDS plugin for Photoshop CS4 Extended problem fixed:

<http://www.renegadeforums.com/index.php?t=msg&th=31359&start=0&rid=2> 2151

I might be able to create more overlay maps, starting with Glacier and Islands

@ DeathLink 6.0,

I sure would want to create my 'own' HUD out of this HUD, but I got no experience with coding at all. If i want to start coding (and for Renegade), what would be the best place to start? I presume Renhelp?

File Attachments

- 1) [Overlay1.rar](#), downloaded 89 times
 - 2) [Overlay2.rar](#), downloaded 64 times
 - 3) [Overlay3.rar](#), downloaded 84 times
-

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [anant](#) on Thu, 25 Dec 2008 01:08:27 GMT
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Dutch Neon!!!!!! yeah!!

thanks

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [cAmpa](#) on Thu, 25 Dec 2008 01:33:40 GMT

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Quote:I sure would want to create my 'own' HUD out of this HUD, but I got no experience with coding at all. If i want to start coding (and for Renegade), what would be the best place to start? I presume Renhelp?

You can use our edited shaders.dll, all settings are in the 'hud.ini'.

All important notes about the settings can you find in the 'bhs.txt'.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [DutchNeon](#) on Thu, 25 Dec 2008 04:16:24 GMT

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I'm making my own based HUD out of the HUD atm, thanks for the advice cAmpa. I never ever looked at HUD.ini, but when I opened it, It was really easy for me to understand everything (without opening bhs.txt). I know HUD.ini isn't really coding (for me now), but just replacing/moving parts of the existing HUD, but its cool and easy

I'm wondering though, the entire HUD works on a grid with X and Y coordinates, but whats the exact size of this grid? I was searching for the X middle, but couldn't really find it (-690 till -710?). So what would be the lowest and highest X and Y for this Grid?

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]

Posted by [R315r4z0r](#) on Thu, 25 Dec 2008 05:06:41 GMT

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Chuck Norris wrote on Wed, 24 December 2008 18:36 I don't know about you, but when it says I get so many FPS, I'm getting that many FPS. If I disable v-sync, depending on what's going on and how many players are in the server, I can sometimes average about 200FPS (keep in mind that this is at 1600x1200 with 8xAA, 16xAF, and Supersampling AA enabled), and when I do, I can most definitely tell the difference between it (even though it's just 100FPS with screen tearing) versus a comparatively slow 40FPS. Then again, I can see the difference between 60FPS and 100FPS to the point to where, if I've played a game with a constant 100FPS (Renegade hardly ever goes below that for me if I enable v-sync), then 60FPS is just slow to me, so maybe it's just me, and you can't tell that you're getting what it says when it's over a certain amount. If you're used to 40-60FPS, and you have an LCD that won't go higher than, say, 60hz or 75hz, it may really be doing that many FPS, but it may not feel any higher to you since you're used to that range and anything higher doesn't come off to you.

That's not what I meant. I mean, when it says I am getting 5 FPS, my game is really running at 5

FPS as in really choppy. 20 is playable but still a little jumpy. 30-40 FPS is very smooth and 60 is flawless. Anything above 60, be it 61 or 300, seems exactly the same.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Chuck Norris](#) on Thu, 25 Dec 2008 10:37:53 GMT
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That's what I was saying. You simply weren't noticing it above a certain point, but it doesn't mean it's not really doing that many FPS.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DL60](#) on Thu, 25 Dec 2008 10:55:33 GMT
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@Neon: As campa said: The best way is to use the existing shaders.dll and edit HUD.ini and the textures. You don't need to more to know - except you want more features. Than you at least a bit programming experience.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Thu, 25 Dec 2008 11:42:45 GMT
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Diff file for those of you who want to see exactly what was changed or have a modified version of shaderhud.cpp already

File Attachments

1) [shaderhud.patch](#), downloaded 56 times

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Caveman](#) on Thu, 25 Dec 2008 13:19:34 GMT
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I have a request could the creator or something who knows wtf they're doing make it so the hp/ar flash when they're low.. Im not realising im on low health sometimes.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DutchNeon](#) on Thu, 25 Dec 2008 13:43:55 GMT
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Yes Deathlink, I already figured that out

I'm only trying to move certain things of your HUD, and then maybe try my own textures (although I can't open and edit DDS files atm).

I'm only wondering how big the grid is it uses for values in Hud.ini (X and Y positioning) . As I'm trying to move things (Boxes with icons) to different locations over the screen.

I tried to find the X middle, but I couldn't really find it. It has to be somewhere between -710 and -690 (with 1280 X 1024 reso). Next to that, I was wondering what the lowest and highest X and Y are for the grid As it would be useful for moving boxes and icons etc.

And what Caveman said would be useful, I had the same problem while using this HUD, and turning the value on in HUD.ini that causes the 'thing' to flash when you are below 50HP only results into flashing health icon in the middle of your screen without any value next to it (value for the amount of HP: 1-50).

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [DL60](#) on Thu, 25 Dec 2008 13:59:55 GMT

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bhs.txt says:

The 0,0 point on you monitor is in the left upper corner if you use only positive values.

For other Kombinations:

X>0 Y<0 -> 0,0 is in the left lower corner

X<0 Y<0 -> 0,0 is in the right lower corner

X<0 Y>0 -> 0,0 is in the right upper corner

The grid is one pixel of you screen-res.

TEST IT!

I don't spend more time for this hud and in addition I don't know how to make sth. blink and I don't want to. We've done enough and I'm glad that is finsihed the way I want. There still some bugs left to fix (icons-colorscheme still doesn't work but I don't need that in my HUD).

Have fun with source. I'm waiting for your bugfixes and features now.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Caveman](#) on Thu, 25 Dec 2008 14:35:17 GMT

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Awesome so now we have a nice hud that looks great and isn't filled with loads of eye candy.. but its hard to use properly because you dont notice when you're low on HP.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Thu, 25 Dec 2008 15:17:48 GMT
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DutchNeon wrote on Thu, 25 December 2008 07:43Yes Deathlink, I already figured that out

I'm only trying to move certain things of your HUD, and then maybe try my own textures (although I can't open and edit DDS files atm).

I'm only wondering how big the grid is it uses for values in Hud.ini (X and Y positioning) . As I'm trying to move things (Boxes with icons) to different locations over the screen.

I tried to find the X middle, but I couldn't really find it. It has to be somewhere between -710 and -690 (with 1280 X 1024 reso). Next to that, I was wondering what the lowest and highest X and Y are for the grid As it would be useful for moving boxes and icons etc.

And what Caveman said would be useful, I had the same problem while using this HUD, and turning the value on in HUD.ini that causes the 'thing' to flash when you are below 50HP only results into flashing health icon in the middle of your screen without any value next to it (value for the amount of HP: 1-50).

What keyword would that be?

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DutchNeon](#) on Thu, 25 Dec 2008 15:18:09 GMT
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This is what I got now (just moved certain QuadBoxes with there Icons/Bars in it). Now if I could only open .DDS files >_>

(Don't pay attention to the white line under the Screenshot, I had my Paint 'box' bigger then the actual Screenshot (height of the Paint 'box').

How do those .tga files work? Because when I open them, I get a empty, white background in Photoshop

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Thu, 25 Dec 2008 15:20:31 GMT
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DutchNeon wrote on Thu, 25 December 2008 09:18
How do those .tga files work? Because when I open them, I get a empty, white background in Photoshop

Check the alpha channel

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DL60](#) on Thu, 25 Dec 2008 15:41:10 GMT
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Get Nvidia Plugins for opening and saving .dds files. Everything else sucks.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Thu, 25 Dec 2008 15:55:29 GMT
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DeathLink6.0 wrote on Thu, 25 December 2008 09:41
Get Nvidia Plugins for opening and saving .dds files. Everything else sucks.

He posted in another topic that he's having problems with said plugins

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [mr£Ä\\$Ä-z](#) on Thu, 25 Dec 2008 16:07:13 GMT
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Use a .DDS Converter

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Thu, 25 Dec 2008 16:38:25 GMT
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madrackz wrote on Thu, 25 December 2008 10:07
Use a .DDS Converter

Non-integrated "development" tools =

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Caveman](#) on Thu, 25 Dec 2008 16:40:05 GMT

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So about that blinking business.....

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [pawky](#) on Thu, 25 Dec 2008 16:45:18 GMT

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DutchNeon wrote on Thu, 25 December 2008 09:18

(Don't pay attention to the white line under the Screenshot, I had my Paint 'box' bigger then the actual Screenshot (height of the Paint 'box').

LIES

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Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [MacKinsey](#) on Thu, 25 Dec 2008 19:47:05 GMT

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Vielen Dank, DeathLink für dieses schöne HUD.

Fröhliche Weihnachten und einen guten Rutsch ins neue Jahr.

Thank you, DeathLink for this nice HUD.

Merry Christmas and a happy new Year

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [saberhawk](#) on Thu, 25 Dec 2008 21:10:36 GMT

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Caveman wrote on Thu, 25 December 2008 10:40So about that blinking business.....

Saberhawk wrote on Thu, 25 December 2008 09:17DutchNeon wrote on Thu, 25 December 2008 07:43

And what Caveman said would be useful, I had the same problem while using this HUD, and turning the value on in HUD.ini that causes the 'thing' to flash when you are below 50HP only results into flashing health icon in the middle of your screen without any value next to it (value for the amount of HP: 1-50).

What keyword would that be?

...

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DutchNeon](#) on Thu, 25 Dec 2008 21:23:13 GMT
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HideInfoBox=true --> false

If you put it on false, the Default Renegade HUD (or skinned version, if you are using a Hud_main.dds in your data folder) will be shown under the HUD of Deathlink, but this default Renegade HUD also shows a Health Icon in the middle of the screen, if you purchase a new character, or if you are below 50 HP --> Health Icon will then flash red.

It doesn't contain any value next to it (amount of HP) + old default HUD is shown under the new HUD.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Caveman](#) on Thu, 25 Dec 2008 21:28:44 GMT
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Please?

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [cAmpa](#) on Thu, 25 Dec 2008 21:59:10 GMT
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Saberhawk:

Any ideas how to activate only the renegade health animations, without to activate the whole renegade HUD again?

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Thu, 25 Dec 2008 22:02:56 GMT
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cAmpa wrote on Thu, 25 December 2008 15:59Saberhawk:

Any ideas how to activate only the renegade health animations, without to activate the whole renegade HUD again?

Yeah, you don't. Those things just don't translate. An animation for the new health needs to be programmed.

Subject: Re: [Release] New HUD with modified shaders.dll [Update read first Post]
Posted by [MGamer](#) on Fri, 26 Dec 2008 17:23:08 GMT
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i already had it by editing existing code, but that feature is getting on my nerves, when i get more time im gona recreate that shit and gonna release it
make a tutorial!...or atleast gimmi a tip

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Caveman](#) on Fri, 26 Dec 2008 17:27:38 GMT
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Saberhawk wrote on Thu, 25 December 2008 22:02cAmpa wrote on Thu, 25 December 2008 15:59Saberhawk:

Any ideas how to activate only the renegade health animations, without to activate the whole renegade HUD again?

Yeah, you don't. Those things just don't translate. An animation for the new health needs to be programmed.

Would you be willing to do this? Please?(I know its not your responsibility)

Its really hard to use this hud when the hp doesn't flash

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Craziac](#) on Sun, 28 Dec 2008 02:01:16 GMT
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It's not that hard to make yourself. But because I don't want to release my source, I'm not distributing my DLL.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Caveman](#) on Sun, 28 Dec 2008 11:51:46 GMT
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Thats the exact attitude thats killing the modding around here... If you aren't going to release what you create dont speak of it.. Its just pointless.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DL60](#) on Sun, 28 Dec 2008 12:09:10 GMT
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I can't understand why people don't release their stuff. What is the exact problem?

Are you afraid that stupids make shit with it? Then we shouldn't release things at all.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Sun, 28 Dec 2008 18:53:33 GMT

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DeathLink6.0 wrote on Sun, 28 December 2008 06:09I can't understand why people don't release their stuff. What is the exact problem?

Are you afraid that stupids make shit with it? Then we shouldn't release things at all. Personally i've just started working on the building part of the hud using the existing code in your shaders_hud.cpp file as well as other function calls part of it. I'm not doing it to "gain an advantage" or "cheat" but more so of a just a way to expand/learn more when it comes to c++. I'm doing it from a programming perspective moreso then a game advantage. Ive already written the code and have properly displayed building healths as integer, and will probably add "health bars" similar (pretty much attempting to be identical) to your sample hud.

Will I release it? no probably not. There's to much drama/argueing/discussion that will occur because of it. If some people were to ask me to see the code to use as reference or to add there own, i'd most likely send it to them however to publically post things such as is an invitation to be mocked/shunned from the rest of the community (look @ scrins huds)

This is similar to my xwis mirc script which was based off of v00d00s original script. Fully works, and ive added many new things to it to use the full use of the xwis protocol (server ips, player ips/scores/stats etc .. everything) however im hesitant to release it due to the backlash from the community as well as abuse of the script by the members themselves. The script would also display the xwis protocol which then could be manipulated to do other things. I know other versions of it exist, however to make the code public in such a main location such as these forums is just asking for trouble.

IDK thats my view from the whole thing.

I personally appreciate all releases by members of this community, maybe someday i'll release something as long as i beleive it won't be to controversial.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [ErroR](#) on Sun, 28 Dec 2008 18:56:04 GMT

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it's easy for people with experience and knowledge,for others, not

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [DL60](#) on Sun, 28 Dec 2008 20:04:23 GMT

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Quote:Personally i've just started working on the building part of the hud using the existing code in your shaders_hud.cpp file as well as other function calls part of it. I'm not doing it to "gain an advantage" or "cheat" but more so of a just a way to expand/learn more when it comes to c++. I'm

doing it from a programming perspective moreso then a game advantage. Ive already written the code and have properly displayed building healths as integer, and will probably add "health bars" similar (pretty much attempting to be identical) to your sample hud.

OH RLY where you you have this from? Maybe I already posted it here? If you havn't already read: I also didn't released the buildingbars because lots of people consider it as cheat.

I want to know why people don't release stuff which is not considered as cheat or which doesn't make sth. vulnerable to manipulations. Your script thing is something COMPLETELY else.

I already know to answer to my question but I want to hear it from the people who do it.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Sun, 28 Dec 2008 20:36:28 GMT

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DeathLink6.0 wrote on Sun, 28 December 2008 14:04Quote:Personally i've just started working on the building part of the hud using the existing code in your shaders_hud.cpp file as well as other function calls part of it. I'm not doing it to "gain an advantage" or "cheat" but more so of a just a way to expand/learn more when it comes to c++. I'm doing it from a programming perspective moreso then a game advantage. Ive already written the code and have properly displayed building healths as integer, and will probably add "health bars" similar (pretty much attempting to be identical) to your sample hud.

OH RLY where you you have this from? Maybe I already posted it here? If you havn't already read: I also didn't released the buildingbars because lots of people consider it as cheat.

I want to know why people don't release stuff which is not considered as cheat or which doesn't make sth. vulnerable to manipulations. Your script thing is something COMPLETELY else.

I already know to answer to my question but I want to hear it from the people who do it.

When i say existing code i mean for example, displaying the health value on the hud. When i opened the scripts solution i knew absolutely nothing about its setup, and what files did what and where i could need to place the proper code and methods to call in order to actually do anything. After spending a few hours for the past couple days ive managed to learn off of it. The actual code or algorithm to display building stats onto the hud is not publically released to my knowledge.

As for your question of people not releasing stuff when there is no negative aspect about it, I dont think there is really that many features or "Fixes" people have but have not released.

In terms of server side stuff, many server owners/admins/coders for the server want to keep there stuff private because it adds a sense of individuality and uniqueness.

For example, n00bstories was the first server to have a reserved slot system thanks to SK, however to remain unique and have this feature as a bonus it was kept private.

Can also point out the simple fact, people are selfish

Just an addon , this is my progress so far:

<http://www.n00bstories.com/image.fetch.php?id=1111788420>

Cropped due to windowed mode. Shitty quality due to shitty quality file save. The red font is actually clear heh.

As you can see, i've used your hud files (thanks again) and moved/resized them to my liking.

If anyone wants i can post my changed hud.ini file (WITHOUT the building stuff)

***** EDIT

Just to clarify, I am not doing this to gain an advantage or to cheat. Just trying to expand on my lack of c++ skills.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [anant](#) on Sun, 28 Dec 2008 21:04:44 GMT

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What Do i need to change to fix the fonts so they are the same size?

File Attachments

1) [fonts.bmp](#), downloaded 438 times

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [MGamer](#) on Sun, 28 Dec 2008 21:26:37 GMT

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anant wrote on Sun, 28 December 2008 15:04What Do i need to change to fix the fonts so they are the same size?

i think that you need a bigger monitor (i have a 15" :)

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [DutchNeon](#) on Sun, 28 Dec 2008 23:39:55 GMT

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Anant, is that your resolution? wow, because that resolution is WAY smaller then the resolution I mentioned to you on IRC and the resolution mentioned by Chuck Norris (1-3 pages ago).

Edit: I have the same thing in sizes though, I think Its just normal for Renegade (Font sizes for different parts of the game).

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [anant](#) on Sun, 28 Dec 2008 23:40:54 GMT
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No DN its not. My res is great now. Just too many mega pixels

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [cAmpa](#) on Mon, 29 Dec 2008 01:17:13 GMT
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looks like Gameboy screen.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [ErroR](#) on Mon, 29 Dec 2008 10:21:38 GMT
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oh so you all are talking about building bars

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Mon, 29 Dec 2008 18:14:05 GMT
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Some of them are talking about what's going on in this video;
<http://tinypic.com/player.php?v=2rylg1k&s=5>

I'll be posting up a modified shaders.dll, new hud.ini and texture, plus source code for my changes later.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Prulez](#) on Mon, 29 Dec 2008 18:40:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Video not found

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Mon, 29 Dec 2008 18:48:36 GMT
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<http://private.destroythemoon.org/saberhawk/hud/preview.wmv> (3,818kb)

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Caveman](#) on Mon, 29 Dec 2008 18:49:44 GMT
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Awesome, can't wait. Many thanks man.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [ErroR](#) on Mon, 29 Dec 2008 19:01:42 GMT
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I would just like the hp to flash or show up in the middle,side

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Caveman](#) on Mon, 29 Dec 2008 19:49:47 GMT
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It does now.. that was the point of it.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [ErroR](#) on Mon, 29 Dec 2008 19:55:39 GMT
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just saw the vid, that's awesome also u may add the health icon near it

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DL60](#) on Mon, 29 Dec 2008 20:55:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very nice indeed Saberhawk!

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [R315r4z0r](#) on Tue, 30 Dec 2008 02:53:35 GMT
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I found a bug:

With the default HUD, when you aim the turret in any direction, the radar spins facing in the same direction you aim in.

However, with this new HUD, aiming in a direction doesn't spin the radar, only turning the vehicle does.

It was a pretty useful part of my gameplay to move the radar around willingly like that. It would be great if you could fix it.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Nod Guy](#) on Tue, 30 Dec 2008 08:27:26 GMT

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^^Yeah I noticed this also when I was playing earlier today.

Turning my Turret to rotate my radar was very useful to me

Oh and very nice work there saberhawk

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Tue, 30 Dec 2008 08:55:13 GMT

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I tried the only thing i could think of was if in vehicle, get the facing of the vehicle.. however that is not the turrent and i couldn't find any commands which gain access to the turrent

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Chuck Norris](#) on Tue, 30 Dec 2008 17:08:54 GMT

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Saberhawk, that's awesome. I didn't realise it until after using this HUD for a while, but not being notified of low health is a deal breaker. It's ruined me in battle more than I can count since using this new HUD. I guess I never realised the flashing of the HUD was something I relied on so much.

As per the text sizes mentioned earlier, I don't know offhand. The most common text, like names, chatbox, and menu text scales with resoluion. At 1024x1024 and 1280xwhatever, it's one size, and at 1600x1200 or 1680x1050, it gets bold. The text for the scores, however, doesn't scale, so at larger resolutions, it's hard to see. One of the values in stylemgr.ini might change it, so check around in there (back up the original first). I had to change one of the values in that file because with the text scaling up at 1600x1200, it made the text overlap the building health bars too much, so I had to make it smaller (which then makes text a bit smaller). I wish the health bars scaled too, because they're WAY too small compared to the text for them at 1600x1200 and 1680x1050, let alone anything higher (1920x1200, 2048x1536, let alone 2560x1600).

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Caveman](#) on Tue, 30 Dec 2008 17:30:44 GMT

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Yeah I didn't realise how much I actually used it until it was gone and when it was gone I was going mad.. Dying left, right and centre. Its why I was so insistent on someone fixing it. Thank fully Saber took the time to stream his work to people in IRC so we could see how he was progressing.

On a side note I didnt know Ren actually supported 2560x1600. I would like to see a SS of that.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [ErroR](#) on Tue, 30 Dec 2008 18:58:52 GMT

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so.. any releases soon?

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [R315r4z0r](#) on Wed, 31 Dec 2008 02:10:29 GMT

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To be honest, when testing, I thought that the lack of the "low health" heads up would ruin me, but it really hasn't as bad as I thought it would.

It's good that it is being added anyway.

Is it going to be added for the ammo count too?

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Wed, 31 Dec 2008 21:59:01 GMT

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To deathlink: I Noticed there is duplicate code in hudshader at the very top of void __declspec(dllexport) UpdateHUD2(). Theres duplicate loop code for texture loading.

Saberhawk sent me a snippet of the code he has for the blinking, I've implemented it in my setup and i must say it works brilliantly. So just want to say big thanks to deathlink for his hud design and the base code for health bars, and saberhawk for giving me help on some c++ issues. Also jonwil and anyone else who helped with the shaders.dll / scripts.dll hud stuff. I'll post a video of it later today with what i've come up with.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Chuck Norris](#) on Wed, 31 Dec 2008 23:22:32 GMT

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Caveman wrote on Tue, 30 December 2008 12:30 On a side note I didnt know Ren actually supported 2560x1600. I would like to see a SS of that. djllaptop posted a screen of it.

http://www.renegadeforums.com/index.php?t=msg&goto=348770&rid=23018#msg_348770

I have a screenshot in that post too showing what I was talking about earlier with the huge text on the building bars.

Edit: Seems you posted in that thread too.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Caveman](#) on Thu, 01 Jan 2009 09:06:57 GMT
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Hah I completely forgot about that thread ... Thanks for reminding me...

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Thu, 01 Jan 2009 18:04:51 GMT
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http://andr3w282.bitpwns.com/Hud_Demo.wmv

So that's what i've managed to come up with, as mentioned [saberhawk](#) is to credit for the blink code and deathlink for the textures and base code, ive manipulated and added things (like the building bars) mostly just as a learning expirement.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Thu, 01 Jan 2009 21:51:31 GMT
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OMGRELEASE!

The custom shaders.dll included with this release requires the DirectX November 2008 Runtime to be installed in order to run. If you do not have it, it will tell you.

You can download it from:

<http://www.microsoft.com/downloads/details.aspx?familyid=2da43d38-db71-4c1b-bc6a-9b6652cd92a3&displaylang=en>

Be sure to follow the instructions in data/readme.txt to actually enable the added features

Enjoy.

File Attachments

1) [d6hud_mod.zip](#), downloaded 95 times

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Caveman](#) on Thu, 01 Jan 2009 21:58:41 GMT

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Thanks man.. You're the secks!

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Thu, 01 Jan 2009 22:23:15 GMT

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Works great

Thanks once again saberhawk

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Chuck Norris](#) on Fri, 02 Jan 2009 01:47:19 GMT

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I get it to work, but only for infantry. It doesn't flash or show when my health drops when in a vehicle.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [KobraOps](#) on Fri, 02 Jan 2009 05:04:29 GMT

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Im surprised no one has brought up this point, but showing the mine count is much more a cheat then when ppl said showing the base health is one.

In small games ,when knowing where the other team matters mos,t u can tell if someone has gone through ur mines. Thats by far more useful then when ppl said that building health bars on the screen is a cheat.

Press K and the hp of buildings appears instantly. Use the hotkey for mines and if u keep pressing it, it will only appear every 3-5 seconds. You will know instantly if someone is in your base and that can change a game tbh.

Not a huge deal, just found it strange no one brought this up(if they did sriry i didnt read every post)

Btw does the mine count show up if the server doesnt offer commands such as "!c4"

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Fri, 02 Jan 2009 05:17:31 GMT

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KobraOps wrote on Thu, 01 January 2009 23:04Im surprised no one has brought up this point, but showing the mine count is much more a cheat then when ppl said showing the base health is one.

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If your running core patch and haven't changed your configuration keys, press the "end" key on your keyboard. It displays the same thing.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Fri, 02 Jan 2009 05:24:42 GMT

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Chuck Norris wrote on Thu, 01 January 2009 19:47I get it to work, but only for infantry. It doesn't flash or show when my health drops when in a vehicle.

Your right, saberhawk must have forgot to add it

in minihealthhud.cpp Look for this line::

```
float current_health = Commands->Get_Health(obj);
```

Replace that with this::

```
float current_health = 0;
if (Get_Vehicle(obj))
{
    current_health = Commands->Get_Health(Get_Vehicle(obj));
}
else
{
    current_health = Commands->Get_Health(obj);
}
```

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [saberhawk](#) on Fri, 02 Jan 2009 05:33:17 GMT

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andr3w282 wrote on Thu, 01 January 2009 23:24Chuck Norris wrote on Thu, 01 January 2009 19:47I get it to work, but only for infantry. It doesn't flash or show when my health drops when in a vehicle.

Your right, saberhawk must have forgot to add it

<snip>

Yes, I did forget to add it. However, that is not the proper fix. Use this instead.

In minihealthhud.cpp find:

```
GameObject *obj = (GameObject *)(*TheStar)->obj;
```

Replace with:

```
GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);
```

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Fri, 02 Jan 2009 05:37:28 GMT

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Saberhawk wrote on Thu, 01 January 2009 23:33andr3w282 wrote on Thu, 01 January 2009 23:24Chuck Norris wrote on Thu, 01 January 2009 19:47I get it to work, but only for infantry. It doesn't flash or show when my health drops when in a vehicle.

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```

Replace with

```
GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);
```

well someone made my "fix" look like shit

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Fri, 02 Jan 2009 08:21:12 GMT
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Saberhawk wrote on Thu, 01 January 2009 15:51OMGRELEASE!

The custom shaders.dll included with this release requires the DirectX November 2008 Runtime to be installed in order to run. If you do not have it, it will tell you.

You can download it from:

<http://www.microsoft.com/downloads/details.aspx?familyid=2da43d38-db71-4c1b-bc6a-9b6652cd92a3&displaylang=en>

Be sure to follow the instructions in data/readme.txt to actually enable the added features

Enjoy.

Updated version, only fix included is the one for the mini-health item not working on vehicles.

File Attachments

1) [d6hud_mod_updl.zip](#), downloaded 121 times

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [KobraOps](#) on Fri, 02 Jan 2009 17:01:00 GMT
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andr3w282 wrote on Thu, 01 January 2009 23:17KobraOps wrote on Thu, 01 January 2009 23:04
Press K and the hp of buildings appears instantly. Use the hotkey for mines and if u keep pressing it, it will only appear every 3-5 seconds. You will know instantly if someone is in your base and that can change a game tbh.

If your running core patch and haven't changed your configuration keys, press the "end" key on your keyboard. It displays the same thing.

U didnt read my post, look at the last part. Yes you can do that but it only appears every couple seconds while the hud allows it instantly

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Fri, 02 Jan 2009 19:51:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

KobraOps wrote on Fri, 02 January 2009 11:01andr3w282 wrote on Thu, 01 January 2009 23:17KobraOps wrote on Thu, 01 January 2009 23:04
Press K and the hp of buildings appears instantly. Use the hotkey for mines and if u keep pressing

it, it will only appear every 3-5 seconds. You will know instantly if someone is in your base and that can change a game tbh.

If your running core patch and haven't changed your configuration keys, press the "end" key on your keyboard. It displays the same thing.

U didnt read my post, look at the last part. Yes you can do that but it only appears every couple seconds while the hud allows it instantly

Oh im not denying that, i was replying to the part "does it work if the server doesn't have the !c4 command"

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [R315r4z0r](#) on Fri, 02 Jan 2009 20:18:15 GMT
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I highly doubt it can be abused. There is no effective way of using that stat against the enemy team for it to be considered unfair or a cheat. Unless of course you are planning on sitting there doing nothing just watching that counter for any sudden decreases, in which case you trade off being helpful on your team to being dead weight who is just watching a mine counter to see if mines go down. (Which you can do just as easily if you just watch for an explosion in your base)

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Fri, 02 Jan 2009 20:24:06 GMT
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R315r4z0r wrote on Fri, 02 January 2009 14:18 I highly doubt it can be abused. There is no effective way of using that stat against the enemy team for it to be considered unfair or a cheat. Unless of course you are planning on sitting there doing nothing just watching that counter for any sudden decreases, in which case you trade off being helpful on your team to being dead weight who is just watching a mine counter to see if mines go down. (Which you can do just as easily if you just watch for an explosion in your base)

Put it this way.

I played last night in n00bstories for a good hour or soo, and a good 40 players at that

- I never looked at the mine count
- I never looked at the remote c4 count
- I never looked at the timed c4 count

-I glanced at the building health bar when i heard "X Building is Under attack " and saw that there was no health changes

-I glanced at the minimap once when i was driving backwards and fighting a tank just to guarrantee I wouldnt hit one of the rocks on the map and yet i had an easier time doing it from memory rather then the image.

You know what actually helped me the most? The flashing health in the middle of my screen informed me when i got hit fighting a sniper, or when i was starting to get owned in a tank fight.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [mr£Ä\\$Ä-z](#) on Fri, 02 Jan 2009 20:41:02 GMT
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New Huds suck, the standard one is the Best

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Craziac](#) on Fri, 02 Jan 2009 22:33:42 GMT
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andr3w282 wrote on Fri, 02 January 2009 14:24I played last night in n00bstories for a good hour or soo, and a good 40 players at that

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You know what actually helped me the most? The flashing health in the middle of my screen informed me when i got hit fighting a sniper, or when i was starting to get owned in a tank fight.

I'm the same way. I play it better from the actual experience of having played the game for a few years than from using a "cheat" (rather, what would be called an advantage) that I've recently obtained. Even when my Building Health Bars enabled, I still hit K, then think, "Oh, what the hell am I doing?"

I'm actually a fan of the original HUD, it's quite nice when skinned up a bit. However, I really love the ability to move parts of it around and make it look a little fancier or more modern than the original. Personal preference, I guess.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [R315r4z0r](#) on Fri, 02 Jan 2009 22:43:22 GMT
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I don't even have the minimap image of the map. I didn't even try it fix it though as I'm used to not

having it.

Edit:

This is probably not a big deal or maybe not even worth mentioning, but I'm just going to point it out anyway:

Toggle Spoiler

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [KobraOps](#) on Sat, 03 Jan 2009 05:02:35 GMT

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[quote title=Yxs wrote on Fri, 02 January 2009 16:33]andr3w282 wrote on Fri, 02 January 2009 14:24I played last night in n00bstories for a good hour or soo, and a good 40 players at that

-I never looked at the mine count
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You know what actually helped me the most? The flashing health in the middle of my screen informed me when i got hit fighting a sniper, or when i was starting to get owned in a tank fight.

Again u didnt read my post u moron. I said it effects SMALL games greatly. If u ever played a small cw (real renegade) u might understand.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Altzan](#) on Sat, 03 Jan 2009 05:25:12 GMT

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Watch the flaming.

I do agree though. With only a couple people there is an easier chance that someone could invade and destroy your buildings without a prior warning first.

I don't think a HUD needs this feature, though.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Sat, 03 Jan 2009 05:52:33 GMT

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KobraOps wrote on Fri, 02 January 2009 23:02 Again u didnt read my post u moron. I said it effects SMALL games greatly. If u ever played a small cw (real renegade) u might understand. lol cw = real renegade.

K SRY 1VS1 NAO PLX G?G CW E-PENIS CUP NAO I REAL PRO.

I think i just summed up cw faggotry in under one sentence.

Renegade was definately not designed to be played in a 1vs1 - 2vs2 enviroment. Not to mention its boring as fuck.

Its ironic to be called a moron from a cw guy who thinks small cw games = real renegade.

But besides the fact, this isn't what this thread about so take your lame insults elsewhere please.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [R315r4z0r](#) on Sat, 03 Jan 2009 07:09:24 GMT

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KobraOps wrote on Sat, 03 January 2009 00:02

Again u didnt read my post u moron. I said it effects SMALL games greatly. If u ever played a small cw (real renegade) u might understand.

"Real Renegade" is playing on massive servers using strategy to out play the enemy team. Small CW games prove absolutely nothing in the ways of a skilled player. It only really proves a few insignificant statistics of a player such as:

- How daring they are when they go offensive
- Their main combat reliance
- How fast you can destroy an empty base

If you think small CW games are how Renegade is meant to be played, then I seriously suggest you find another game to play. Counter Strike sounds like the type of game you would be interested in.

However, more onto the point, even in small 1v1, 2v2 games, the mine meter will barely help you at all. Seriously, have you even attempted to try and use it? You might notice it when you play by yourself in a LAN game, however when you are actually playing other people, it kind of gets in the way to look at a counter in the corner of the screen instead of what you are doing.

It will only cause you to do worse if you constantly stare at the counter and wait for it to drop... especially if the server has the !c4 command available to use.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [KobraOps](#) on Sat, 03 Jan 2009 15:25:31 GMT

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Not the right topic to argue this.

(Small clanwars being 3v3-8v8)

I say its real renegade because public servers are almost no challenge, as opposed to clanwars. (and tbh smaller games require more strategy because large scale games can easily win with pure force)

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [DL60](#) on Sat, 03 Jan 2009 15:29:07 GMT

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Discuss this elsewhere please. Make a discussion thread @ general discussion BUT NOT HERE!!!!

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [ErroR](#) on Sun, 04 Jan 2009 16:39:37 GMT

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Can someone upload the "DirectX November 2008 Runtime" my windows isn't genuine

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [R315r4z0r](#) on Sun, 04 Jan 2009 17:22:06 GMT

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Are there plans to do the center screen counter (like for the HP) but for the ammunition? It isn't really important, but I figured it would look better being symmetrical and all.

Edit: this image is from another thread:

Toggle Spoiler

How do I get the mine count split up like that? (In the image it says 0/0/0, but in my HUD it just counts the proximity mines)

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Caveman](#) on Sun, 04 Jan 2009 17:25:37 GMT

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ErroR wrote on Sun, 04 January 2009 16:39Can someone upload the "DirectX November 2008 Runtime" my windows isn't genuine

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Sun, 04 Jan 2009 20:13:40 GMT

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To do the mines/remotes/timed thing this is what i ended up adding:

```
if (RenderMinesText)
{
    MinesRender2DClass->Reset();
    RectClass *r = (RectClass *)((char *)MinesRender2DClass+0x5B8);
    float Mines = float(Get_C4_Count_Proximity(Get_Player_Type(obj)));
    float c4 = float(Get_C4_Count_Remote(Get_Player_Type(obj)));
    float c42 = float(Get_C4_Count(Get_Player_Type(obj)));

    r->Right = MinesPosition->X;
    r->Left = MinesPosition->X;
    r->Top = MinesPosition->Y;
    r->Bottom = MinesPosition->Y;
    char text[20];
    unsigned int h = (unsigned int)(Mines + 0.5f);
    unsigned int j = (unsigned int)(c4 + 0.5f);
    unsigned int k = (unsigned int)(c42 + 0.5f) - h - j;
    sprintf(text,"%d : %d : %d",h,j,k);
    unsigned int color = MinesColor;
    MinesRender2DClass->Draw_Text(text,color);
    MinesRender2DClass->Render();
}
```

I couldn't find a command to get the timed c4 count, so i figured why not just subtract mines and remotes from the total

This will output mines : remotes : timed for your team. Its actually extremely useless but i figured why not

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [saberhawk](#) on Sun, 04 Jan 2009 22:13:45 GMT

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R315r4z0r wrote on Sun, 04 January 2009 12:22[color=red]Are there plans to do the center screen counter (like for the HP) but for the ammunition? It isn't really important, but I figured it would look better being symmetrical and all.

Nope, there weren't any plans for that, but whatever.

Saberhawk wrote on Fri, 02 January 2009 02:21
Saberhawk wrote on Thu, 01 January 2009 15:51
OMGRELEASE!

The custom shaders.dll included with this release requires the DirectX November 2008 Runtime to be installed in order to run. If you do not have it, it will tell you.

You can download it from:

<http://www.microsoft.com/downloads/details.aspx?familyid=2da43d38-db71-4c1b-bc6a-9b6652cd92a3&displaylang=en>

Be sure to follow the instructions in data/readme.txt to actually enable the added features

Enjoy.

Updated version, only fix included is the one for the mini-health item not working on vehicles.

One more update, this version also includes a mini ammo display on the right side. Be sure to copy the new texture and new entries from data/readme.txt to have it fully working.

File Attachments

1) [d6hud_mod_upd2.zip](#), downloaded 124 times

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [R315r4z0r](#) on Mon, 05 Jan 2009 00:09:29 GMT
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Awesome! You rock

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Titan1x77](#) on Mon, 05 Jan 2009 02:39:55 GMT
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I love it! Thanks deathlink and saberhawk.

one problem, It doesnt work with RG :/

Are (mapname).ini going to be accepted by RG or are these going to be accepted by the new 4.0 scripts with anti-cheat?

basicly will I ever be able to play online with this hud?

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [cAmpa](#) on Mon, 05 Jan 2009 04:09:24 GMT
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WTF is RG.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [R315r4z0r](#) on Mon, 05 Jan 2009 04:12:23 GMT
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RenGuard. The anti-cheat that many servers don't allow you to play without.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [MacKinsey](#) on Mon, 05 Jan 2009 11:12:39 GMT
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R315r4z0r wrote on Sun, 04 January 2009 22:12RenGuard. The anti-cheat that many servers don't allow you to play without.

But many servers think you cheat, if you run Renguard and a specific Version of Scripts.dll

RENGUARD IS OUTDATED, there is no need to use it anymore.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [ErroR](#) on Mon, 05 Jan 2009 20:49:33 GMT
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MacKinsey wrote on Mon, 05 January 2009 13:12R315r4z0r wrote on Sun, 04 January 2009 22:12RenGuard. The anti-cheat that many servers don't allow you to play without.

But many servers think you cheat, if you run Renguard and a specific Version of Scripts.dll

RENGUARD IS OUTDATED, there is no need to use it anymore.

too bad, if a noob is angry that you kill him he starts shouting FORCERG HIM!

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [saberhawk](#) on Tue, 06 Jan 2009 06:46:59 GMT
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Titan1x77 wrote on Sun, 04 January 2009 20:39I love it! Thanks deathlink and saberhawk.

one problem, It doesnt work with RG :/

Are (mapname).ini going to be accepted by RG or are these going to be accepted by the new 4.0

scripts with anti-cheat?

basically will I ever be able to play online with this hud?

Does the hud.ini by itself work with RG?

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [wittebolx](#) on Tue, 06 Jan 2009 07:53:24 GMT

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MackKinsey wrote on Mon, 05 January 2009 12:12R315r4z0r wrote on Sun, 04 January 2009 22:12RenGuard. The anti-cheat that many servers don't allow you to play without.

But many servers think you cheat, if you run Renguard and a specific Version of Scripts.dll

RENGUARD IS OUTDATED, there is no need to use it anymore.

still people think they can use the "old" cheats, every week people are getting banned for using the most obvious cheats/hacks

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [DL60](#) on Tue, 06 Jan 2009 19:13:30 GMT

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I have to say it again:

Discuss this elsewhere please. Make a discussion thread @ general discussion but not here.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [BlueThen](#) on Tue, 06 Jan 2009 19:24:29 GMT

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DeathLink6.0 wrote on Tue, 06 January 2009 13:13I have to say it again:

Discuss this elsewhere please. Make a discussion thread @ general discussion but not here.

http://www.renegadeforums.com/index.php?t=msg&goto=366174&rid=20681#msg_366174 Here ya go.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Sir Kane](#) on Tue, 06 Jan 2009 20:00:49 GMT

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Please repeat it again, just for me.

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Tue, 06 Jan 2009 22:53:54 GMT

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With a small amount of editing (very little) i've made this hud work with renguard. The issue was the mapnames.ini files, so with a little editing the data gets loaded from hud.ini
Just do a little editing in void ReadMapINI()

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Caveman](#) on Tue, 06 Jan 2009 23:15:51 GMT

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Care to upload so others could possibly use this hud and RG?

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Tue, 06 Jan 2009 23:24:35 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1108499545>

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Wed, 07 Jan 2009 01:09:01 GMT

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delete me-----

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Titan1x77](#) on Fri, 09 Jan 2009 09:05:37 GMT

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yes hud.ini works with RG, and Im gonna try what andy said, then again, the minimaps aren't really important in renegade anyways.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Nod Guy](#) on Fri, 09 Jan 2009 09:39:34 GMT
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Everything works with RG except the overlays. When i put them in RenGuard had a spazzem.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [marcin205](#) on Fri, 09 Jan 2009 17:30:34 GMT
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can you add critical health blink with some symbol somewhere^^

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [Caveman](#) on Fri, 09 Jan 2009 17:36:42 GMT
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marcin205 wrote on Fri, 09 January 2009 17:30can you add critical health blink with some symbol somewhere^^

Thats what he did.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Fri, 09 Jan 2009 21:47:19 GMT
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I will be releasing a package later this weekend. I just want to do a bit more testing + cleanup a couple things. It will also include the deathlink hud.ini configuration as well as my custom configuration of those settings. Source and all necessary files are included within it:

This is from the readme file:

Quote:=====

Features:

=====

This HUD release is compatible with renguard.

This HUD is resolution independent

This HUD displays the current map instead of the radar, displays health, shield and ammo bars. Mine count for clients team is also displayed

Faded notifications are displayed when ammo or health has changed

=====

Credits

=====

The HUD includes map images which were released by Canadacdn on renegadeforums.com

The HUD includes fixes, textures, and colors which were released by DeathLink6.0 on renegadeforums.com

The HUD includes faded health and ammo notifications which were released by Saberhawk on renegadeforums.com

I give full credit to the above people for their work

=====

What I actually did

=====

The HUD includes changes by me to how loading of map settings are done.
Map settings are now found and loaded from within hud.ini with sections of [mapname]

This removes the need for individual <mapname>.ini files and allows it to be compatible with renguard.

The method of <mapname>.ini files are still compatible with this HUD.

If the section for [mapname] is not found, shaders.dll will attempt to load <mapname>.ini
If <mapname>.ini is not found, the default texture for the map is found in hud.ini as <<
ScrollingMapTexture= >>

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [ErroR](#) on Fri, 09 Jan 2009 22:10:53 GMT

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cool

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [DutchNeon](#) on Sat, 10 Jan 2009 01:24:28 GMT
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Too bad you didn't add building bars and 'All C4 count' to the HUD. I already got a version of shaders.dll which has the C4 count for all three types of C4, but not building bars.

I understand the decision and i slightly expected it already, that releasers wouldn't include those features

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [marcin205](#) on Sat, 10 Jan 2009 01:31:10 GMT
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lol

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Sat, 10 Jan 2009 02:02:42 GMT
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DutchNeon wrote on Fri, 09 January 2009 19:24 Too bad you didn't add building bars and 'All C4 count' to the HUD. I already got a version of shaders.dll which has the C4 count for all three types of C4, but not building bars.

I understand the decision and i slightly expected it already, that releasers wouldn't include those features

I could easily add my building bars with this release, however to much controversy. If there seemed to be a more acceptance for it I'll release the new rewritten code I have it the works.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [R315r4z0r](#) on Sat, 10 Jan 2009 05:46:06 GMT
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I agree, don't include them.

Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Sat, 10 Jan 2009 22:05:37 GMT
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<http://www.renegadeforums.com/index.php?t=msg&th=31530&start=0&rid=2> 1670

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [marcin205](#) on Wed, 14 Jan 2009 15:16:16 GMT
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how im shoud edit hud.ini to make health and armor bar in one line?(health up,armor down) cuz now im have small problem

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [Caveman](#) on Thu, 15 Jan 2009 11:37:11 GMT
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Increase your resolution.

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [DutchNeon](#) on Thu, 15 Jan 2009 16:28:45 GMT
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Something like this?

File Attachments

1) [this.png](#), downloaded 702 times



SE



 200

 100

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [Titan1x77](#) on Thu, 15 Jan 2009 16:30:14 GMT
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with 40 FPS and him being the only player in the server, I dont think increasing the res is a good idea.

I know Ive seen the top and bottom together on this hud, someone should be able to help or send their hud.ini.

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [marcin205](#) on Thu, 15 Jan 2009 17:34:56 GMT
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DutchNeon wrote on Thu, 15 January 2009 10:28Something like this?

exaclly

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Thu, 15 Jan 2009 17:47:35 GMT
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Titan1x77 wrote on Thu, 15 January 2009 10:30with 40 FPS and him being the only player in the server, I dont think increasing the res is a good idea.

I know Ive seen the top and bottom together on this hud, someone should be able to help or send their hud.ini.

<http://www.renegadeforums.com/index.php?t=msg&th=31530&start=0&rid=2> 1670

more specifically:

<http://www.n00bstories.com/image.fetch.php?id=1315771622>

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [marcin205](#) on Thu, 15 Jan 2009 18:00:09 GMT
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im cant cuz i have laptop lol

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [marcin205](#) on Thu, 15 Jan 2009 20:58:39 GMT
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andr3w282 wrote on Thu, 15 January 2009 17:47Titan1x77 wrote on Thu, 15 January 2009 10:30with 40 FPS and him being the only player in the server, I dont think increasing the res is a good idea.

I know Ive seen the top and bottom together on this hud, someone should be able to help or send their hud.ini.

<http://www.renegadeforums.com/index.php?t=msg&th=31530&start=0&rid=2> 1670

more specifically:

<http://www.n00bstories.com/image.fetch.php?id=1315771622>
radar is too small

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Thu, 15 Jan 2009 22:29:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

marcin205 wrote on Thu, 15 January 2009 14:58andr3w282 wrote on Thu, 15 January 2009 17:47Titan1x77 wrote on Thu, 15 January 2009 10:30with 40 FPS and him being the only player in the server, I dont think increasing the res is a good idea.

I know Ive seen the top and bottom together on this hud, someone should be able to help or send their hud.ini.

<http://www.renegadeforums.com/index.php?t=msg&th=31530&start=0&rid=2> 1670

more specifically:

<http://www.n00bstories.com/image.fetch.php?id=1315771622>
radar is too small

So then edit the hud.ini file and use only the health/shield code? It really isn't difficult to copy paste and delete a few lines.

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [slosha](#) on Fri, 16 Jan 2009 00:44:11 GMT
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only bug i've found that appears to be caused by the HUD is when i quit ren, it comes up with a "not responding" type msg. i just hit close program, not really a problem but just something that happens.

I'd like to kno how to make the overhead view a little bigger tho so i can view more of the map.

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [R315r4z0r](#) on Fri, 16 Jan 2009 01:20:49 GMT
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This happens to me too.

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [pe21789](#) on Sat, 17 Jan 2009 10:22:06 GMT
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2GLOCK9S wrote on Fri, 16 January 2009 01:44
I'd like to know how to make the overhead view a little bigger though so I can view more of the map.

search for
RadarSize=140
RadarWorldSize=100

bhs.txt says Set RadarSize to the screen size in pixels to use for the radar

Set RadarWorldSize to the size in the game world that is to correspond to the radius of the radar

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [TankClash](#) on Sat, 17 Jan 2009 16:24:20 GMT
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Damn, how long has that radar hud been released for and is it compatible with Renguard?

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [DutchNeon](#) on Sat, 17 Jan 2009 17:29:27 GMT
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For a year or something (released versions to the public). It isn't compatible with RG though, BUT andr3w282 made a version which is compatible with RG:

<http://www.renegadeforums.com/index.php?t=msg&th=31530&start=0&rid=2> 2151

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [Cranberry](#) on Sun, 18 Jan 2009 14:31:44 GMT
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Very nice, as always

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [Craziac](#) on Fri, 30 Jan 2009 07:42:38 GMT
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@ Saberhawk and/or DeathLink...

If you want to fix the Camera Direction problem, just follow these instructions in the shaderhud.cpp file.

<http://abyss.syrkel.com/ngeeb2i280>

Enjoy!

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [rrutk](#) on Fri, 30 Jan 2009 14:57:45 GMT
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I've a problem using this nice HUD with this shaders.dll :

Installed it on 2 computers. Works, until I leave the game. If I click "Yes" while Renegade is asking "Quit to desktop?", the game crashes and the PC hangs up and is stoned. Only resets helps then.

Same result on 2 computers.
Resolution is 1280x1024 / 1400x1080.

I tried the modified shaders.dll posted here in this thread, but then the little map-overheads dont show up?!?! But then the game didnt crash.

So, its a problem with the shaders.dll...anyone knows a fix that works???

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [rrutk](#) on Sat, 31 Jan 2009 11:39:03 GMT
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nobody knows?

some1 can post a WORKING shaders.dll?

Subject: Re: [HUD] New HUD [Update2 read first Post]
Posted by [dr3w2](#) on Sat, 31 Jan 2009 16:52:11 GMT
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Soo far all i can seem to find in my own testing and debugging is errors upon memory cleanup on a few commands. I've even commented out those commands just for testing and the problem still

seems to arise in some other part of the shaders.dll / renegade / bhs. The debugging on the error is all in ASM so that is not quite to my level yet, but the parts that i did comment out which were throwing off errors were safe_delete in saberhawks hud item classes as well as my own classes. Even with all that commented out the error still persisted, somewhere there is a line trying to cleanup some memory and the memory isn't accessible.
