Subject: [HUD] Xbox360 Hud
Posted by Good-One-Driver on Mon, 02 Feb 2009 01:41:03 GMT
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kk i uploaded the fixed no more white spots

File Attachments
1) Xbox360 Renegade Hud Fixed.zip, downloaded 164 times

Subject: Re: [HUD] Xbox360 Hud
Posted by marcin205 on Mon, 02 Feb 2009 09:16:44 GMT
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interesting

Subject: Re: [HUD] Xbox360 Hud
Posted by Di3HardNL on Mon, 02 Feb 2009 11:05:57 GMT
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nice only try to fix the armor with alpha channel

Subject: Re: [HUD] Xbox360 Hud
Posted by Good-One-Driver on Mon, 02 Feb 2009 14:25:10 GMT
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yea i havnt took a screenshot of the fixed but i know its fixed i will post it later

Subject: Re: [HUD] Xbox360 Hud
Posted by Altzan on Mon, 02 Feb 2009 15:29:38 GMT
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I like it, good job

Subject: Re: [HUD] Xbox360 Hud
Posted by u6795 on Mon, 02 Feb 2009 19:50:43 GMT
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Honestly I don't like it. The images you used are too pixely, the radar X is too dark and off center, and the ammo count area is just too bright in contrast to the rest.

Subject: Re: [HUD] Xbox360 Hud
Posted by Altzan on Mon, 02 Feb 2009 20:08:21 GMT
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Now I want to make one... I wish I knew how...

Blasted Alpha channeling complications.

Subject: Re: [HUD] Xbox360 Hud
Posted by Good-One-Driver on Tue, 03 Feb 2009 03:58:30 GMT
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u6795 wrote on Mon, 02 February 2009 13:50Honestly I don't like it. The images you used are too pixely, the radar X is too dark and off center, and the ammo count area is just too bright in contrast to the rest.

Thank You For Your Honisty I Will Now Know What To Fix Or What Not To Add Next Time

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Subject: Re: [HUD] Xbox360 Hud
Posted by u6795 on Tue, 03 Feb 2009 19:59:19 GMT
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Glad I could help.

Subject: Re: [HUD] Xbox360 Hud
Posted by Xena on Tue, 03 Feb 2009 20:11:41 GMT
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I'll stick to my good ol' reborn hud
unless you make the Xbox logo a lil brighter and centered, i might change my mind and use this one

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Subject: Re: [HUD] Xbox360 Hud
Posted by Good-One-Driver on Tue, 03 Feb 2009 23:18:38 GMT
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lol ok