Subject: Any way?
Posted by ErroR on Sun, 15 Mar 2009 19:06:35 GMT
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Is there any way to make when a key is pressed a different hud.ini is used, i mean switching between 2 hud.ini's ?

Subject: Re: Any way?
Posted by mrÃ£Ã§Ä·z on Sun, 15 Mar 2009 19:38:45 GMT
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Not relly, but you can toggle some other things on the Hud by pressing a Key

Subject: Re: Any way?
Posted by ErroR on Sun, 15 Mar 2009 19:51:47 GMT
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how

Subject: Re: Any way?
Posted by ErroR on Mon, 16 Mar 2009 20:03:42 GMT
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any one?? help pl0x!

Subject: Re: Any way?
Posted by Genesis2001 on Mon, 16 Mar 2009 20:07:09 GMT
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ErroR wrote on Mon, 16 March 2009 13:03any one?? help pl0x!

Ask andr3w282, I know he was able to make building bars show up on key toggle.

Let's try not to start that discussion again. I merely made that one statement.

Subject: Re: Any way?
Posted by dr3w2 on Mon, 16 Mar 2009 20:14:32 GMT
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TBH this can be done.. would be a pain in the ass to actually make the configurations for multiple huds but to be able to swap between them can easily be done.

I was tempted to do two different things on the hud also...

Keypress to toggle versiosn of hud, one with the health, ammo, weapon etc, then another with game informnation + map overlay

Was also thinking about making two huds,a GDI and a NOD themed so when the map starts it changes your hud theme

I never really got around to trying either of those.

ps

It would be a huge problem if i were to release my simple key toggle class because it would open a few doors to people using it for other things (just as an example, a pthack). Its not a difficult class at all, but it still allows any random noob to use it for other things. I wrote the class to work in an on/off state. for example

Keyclass mykey;
mykey.setkey(*something *);

if (mykey.ison())   doshit();

Thats mainly the real issue and problem with the hud stuff. When releasing something you must include the source, because otherwise I would release the map overlay but that as well opens doors for radarhacks and a few other things.

Subject: Re: Any way?
Posted by ErroR on Mon, 16 Mar 2009 20:26:27 GMT
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ok, not a diff hud file, then just change a setting(s) a number etc.

Subject: Re: Any way?
Posted by dr3w2 on Mon, 16 Mar 2009 20:41:35 GMT
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Which settings do you mean ?

Subject: Re: Any way?

Posted by ErroR on Mon, 16 Mar 2009 21:13:51 GMT

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team and chat colors