
Subject: Scrin's 3rd HUD for download (UPDATE1)

Posted by [Scrin](#) on Fri, 08 May 2009 12:18:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok, i released the final version of my old hud now (i do it, because 3 years ago, some retarded dude with name "Canadacdn" stole it from me and released them for public... (was my first and crappy build)

you need 1280-1024 resolution to play with it (you don't need any custom .dll files, GayGuard or Ressurrection updates... ONLY script 3.4.4 by Jonwil.

if you played with different game resolution and you wanted to modify hud.ini, go ahead all maps inside+my C&C_Islands one

p.s. that screenshot from not public build and wont be released (just basic features... i dont want to make new SS because i am lazy LAMO)

you have to put all files from archive into data folder, them set resolution and play

if i forgot something, post the question here ok?

UPDATE: if you use specific resolutions, download hud.ini

File Attachments

1) [Scrin's Scope Radar \(F.E.A.R\) 1280-1024.zip](#), downloaded 474 times

2) [hud.ini](#), downloaded 268 times

Subject: Re: Scrin's 3rd HUD for download

Posted by [LiL KiLLa](#) on Fri, 08 May 2009 12:23:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

finally a perfect hud for my renegade !!!!!

thanks scrinoid

Subject: Re: Scrin's 3rd HUD for download

Posted by [Altzan](#) on Fri, 08 May 2009 14:28:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Good design.

Subject: Re: Scrin's 3rd HUD for download
Posted by [ErroR](#) on Fri, 08 May 2009 14:48:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

what are the things on top of money and time?

Subject: Re: Scrin's 3rd HUD for download
Posted by [u6795](#) on Fri, 08 May 2009 18:46:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pretty cool, man. Simple and slick, I like it.

Subject: Re: Scrin's 3rd HUD for download
Posted by [slosha](#) on Fri, 08 May 2009 18:47:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

i'm glad ur releasing stuff.. thanks a lot its really good. but my monitor is 1280x800

Subject: Re: Scrin's 3rd HUD for download
Posted by [Scrin](#) on Fri, 08 May 2009 18:56:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

2GLOCK9S wrote on Fri, 08 May 2009 13:47i'm glad ur releasing stuff.. thanks a lot its really good. but my monitor is 1280x800
no prob, just use "-X (minus)" pos to fit into hud style and your monitor

Subject: Re: Scrin's 3rd HUD for download
Posted by [ExEric3](#) on Fri, 08 May 2009 19:08:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for releasing Scrin.

Subject: Re: Scrin's 3rd HUD for download
Posted by [Di3HardNL](#) on Fri, 08 May 2009 19:20:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Its nice mate! But I will still use the hud you specially made for me

Subject: Re: Scrin's 3rd HUD for download

Posted by [Scrin](#) on Fri, 08 May 2009 19:40:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Fri, 08 May 2009 12:20Its nice mate! But I will still use the hud you specially made for me

np m8 and here update for those who have special game resolutions (update on first post also) replace old hud.ini, if you still have the time/credits bar positions mismatch or if you dont know how to move it---> just remove the Game_additional.dds from data folder

File Attachments

1) [hud.ini](#), downloaded 111 times

Subject: Re: Scrin's 3rd HUD for download

Posted by [slosha](#) on Fri, 08 May 2009 20:25:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Fri, 08 May 2009 14:40Di3HardNL wrote on Fri, 08 May 2009 12:20Its nice mate! But I will still use the hud you specially made for me

np m8 and here update for those who have special game resolutions (update on first post also) replace old hud.ini, if you still have the time/credits bar positions mismatch or if you dont know how to move it---> just remove the Game_additional.dds from data folder

wow thanks scrin!

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [Gen_Blacky](#) on Fri, 08 May 2009 20:26:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

will it work for 1600 x 1200

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [Vancer2](#) on Fri, 08 May 2009 22:20:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't mean to rain on anyone's parade nor am I trying to offend Scrin. But why is everyone jumping out there pants and getting excited over a HUD that he released???

BTW Nice HUD

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [reborn](#) on Fri, 08 May 2009 22:28:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

People have been getting hard for Render2DClass stuff since it's first proof of concept in renegade.

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Starbuzzz](#) on Sat, 09 May 2009 00:43:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice one, m8...I will use this for a change.

EDIT: lol I removed it; hard to notice health/armor.

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Scrin](#) on Sat, 09 May 2009 04:15:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Starbuck wrote on Fri, 08 May 2009 19:43

EDIT: lol I removed it; hard to notice health/armor.

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [ErroR](#) on Sat, 09 May 2009 09:05:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Sat, 09 May 2009 07:15Starbuck wrote on Fri, 08 May 2009 19:43

EDIT: lol I removed it; hard to notice health/armor.

yeah, all the radar huds have this problem. Maybe you could look at deathlink's hud with mini health thing.

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Starbuzzz](#) on Sat, 09 May 2009 16:19:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Fri, 08 May 2009 23:15Starbuck wrote on Fri, 08 May 2009 19:43

EDIT: lol I removed it; hard to notice health/armor.

Ah no offense mate! I like the HUD but it would be good if the armor and health have different colors to make it easier to see when you lose health.

ErroR wrote on Sat, 09 May 2009 04:05Niko "The Lay" wrote on Sat, 09 May 2009 07:15Starbuck wrote on Fri, 08 May 2009 19:43

EDIT: lol I removed it; hard to notice health/armor.

yeah, all the radar huds have this problem. Maybe you could look at deathlink's hud with mini health thing.

Ah yes his HUD has the different colors. But I am back on the original HUD now.

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [Scrin](#) on Sat, 09 May 2009 17:59:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Starbuck wrote on Sat, 09 May 2009 11:19Niko "The Lay" wrote on Fri, 08 May 2009 23:15Starbuck wrote on Fri, 08 May 2009 19:43

EDIT: lol I removed it; hard to notice health/armor.

Ah no offense mate! I like the HUD but it would be good if the armor and health have different colors to make it easier to see when you lose health.

ErroR wrote on Sat, 09 May 2009 04:05Niko "The Lay" wrote on Sat, 09 May 2009 07:15Starbuck wrote on Fri, 08 May 2009 19:43

EDIT: lol I removed it; hard to notice health/armor.

yeah, all the radar huds have this problem. Maybe you could look at deathlink's hud with mini health thing.

Ah yes his HUD has the different colors. But I am back on the original HUD now.

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Starbuzzz](#) on Sat, 09 May 2009 18:40:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am too used to the original HUD lols

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [ArtyWh0re](#) on Sat, 09 May 2009 20:06:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Starbuck wrote on Sat, 09 May 2009 13:40 I am too used to the original HUD lols
Yeah me too, Its one of the skins I have never downloaded or changed. I know that if I get the new style Hud I would be staring at the Radar too much.
This Hud seems simple but cool though

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Scrin](#) on Sat, 09 May 2009 20:25:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

but i have the beta HUD remake, its simple and cool

sry ,i was celebrating the 9 May (world war 2 victory day, and very druuuuuunk)

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [dirtycop](#) on Sat, 09 May 2009 21:20:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Scrin

How my image ended up on xxling.com is beyond me...

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [The Party](#) on Thu, 14 May 2009 20:27:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

oh oh I know, its called the internet.

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [Reaver11](#) on Thu, 14 May 2009 20:34:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Sat, 09 May 2009 15:25but i have the beta HUD remake, its simple and cool

sry ,i was celebrating the 9 May (world war 2 victory day, and very druuuuuunk)

That is a nice hud indeed.

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [zeratul](#) on Tue, 19 May 2009 12:23:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

It wont appear for me but still very nice hud

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [ErroR](#) on Tue, 19 May 2009 12:25:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Zeratul wrote on Tue, 19 May 2009 15:23It wont appear for me but still very nice hud

scripts 3.4.4 needed

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [Scrin](#) on Tue, 19 May 2009 13:18:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

i forgot to write: original Tib Fletchette gun's texture by Slave

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [zeratul](#) on Tue, 19 May 2009 22:56:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Tue, 19 May 2009 07:25Zeratul wrote on Tue, 19 May 2009 15:23It wont appear for me but still very nice hud

scripts 3.4.4 needed

i did that this is what i got

File Attachments

1) [ScreenShot10.png](#), downloaded 626 times



Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [BLÃ»Îµl4Î²ÃªL](#) on Wed, 20 May 2009 13:34:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

hey im scrin, ill show you my hud, my light tank and sakura, but i ONLY release the cheapass HUD!! Why?! Because im a greedy motherf*cker

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [ErroR](#) on Wed, 20 May 2009 14:36:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Zeratul wrote on Wed, 20 May 2009 01:56ErroR wrote on Tue, 19 May 2009 07:25Zeratul wrote on Tue, 19 May 2009 15:23It wont appear for me but still very nice hud

scripts 3.4.4 needed
i did that this is what i got

oh shit, my post didn't go threw, anyway change the damn resolution for it to work (1024xXXXX)

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Soulhunter](#) on Wed, 27 May 2009 13:33:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

When I download the hud I get this... Everything is on the wrong spot... Can someone help me?
It also changes the text colour on the main menu to white....

File Attachments

1) [ScreenShot24.png](#), downloaded 570 times



Host: Soulhunter has 492 rank points and is ranked at position 78 out of 3175 players.
Host: Player 'Petrova' left the game (Kicked).
Petrova has left the game.



Soulhunter

S



100

100

Credits: 559

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Di3HardNL](#) on Wed, 27 May 2009 13:42:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Fri, 08 May 2009 14:18
you need 1280-1024 resolution to play with it (you don't need any custom .dll files, GayGuard or Ressurrection updates... ONLY script 3.4.4 by Jonwil.

if you played with different game resolution and you wanted to modify hud.ini, go ahead
all maps inside+my C&C_Islands one

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Tupolev TU-95 Bear](#) on Wed, 27 May 2009 13:52:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

What do i need to do so i can make it work for my res 800x600

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Scrin](#) on Wed, 27 May 2009 14:00:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Soulhunter wrote on Wed, 27 May 2009 08:33When I download the hud I get this... Everything is on the wrong spot... Can someone help me?
It also changes the text colour on the main menu to white....

no idea yet

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Soulhunter](#) on Wed, 27 May 2009 14:03:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Wed, 27 May 2009 15:42Niko "The Lay" wrote on Fri, 08 May 2009 14:18
you need 1280-1024 resolution to play with it (you don't need any custom .dll files, GayGuard or Ressurrection updates... ONLY script 3.4.4 by Jonwil.

if you played with different game resolution and you wanted to modify hud.ini, go ahead
all maps inside+my C&C_Islands one

I'm using that resolution + scripts 3.4.4

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [slosha](#) on Wed, 27 May 2009 18:18:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

try downloading the one that fixes it to work with all resolutions.. scriin uploaded it somewhere in this thread.

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [dasharts](#) on Thu, 28 May 2009 00:15:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

hi there. im new to these forums(obviously). I have tried and tried to make it work but to no avail i have discovered that my resolution will not go above 1024x768 so it is a huge fail on my end. the hud looks sweet. Wish it would work for me Im running 3.4.4 btw. I even tried the fix for specific resolutions and that was a fail also

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [LeeumDee](#) on Thu, 28 May 2009 02:23:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

If all you want is an overhead hud, or just a different one.
try canadacdn's hud.

<http://www.renhelp.net/downloads/enhancers/CanadaCDNHud.jpg>
<http://www.renhelp.net/downloads/HUD%201024x768.zip>

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Scrin](#) on Thu, 28 May 2009 03:25:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

LeeumDee wrote on Wed, 27 May 2009 21:23
If all you want is an overhead hud, or just a different one.
try canadacdn's hud.

<http://www.renhelp.net/downloads/enhancers/CanadaCDNHud.jpg>
<http://www.renhelp.net/downloads/HUD%201024x768.zip>
that's my hud also... Ub3r phail!

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [dasharts](#) on Thu, 28 May 2009 07:01:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

that last one from canada(w/e) didnt work either. Too much of a head ache. I give up. When i install it(either of the huds) I get the same effect as the SS from Soul.

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [LeeumDee](#) on Thu, 28 May 2009 09:38:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Niko "The Lay" wrote on Thu, 28 May 2009 05:25LeeumDee wrote on Wed, 27 May 2009 21:23If all you want is an overhead hud, or just a different one.
try canadacd'n's hud.

<http://www.renhelp.net/downloads/enhancers/CanadaCDNHud.jpg>
<http://www.renhelp.net/downloads/HUD%201024x768.zip>
that's my hud also... Ub3r phail!

Blame renhelp

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Soulhunter](#) on Thu, 28 May 2009 18:26:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

The hud works for me now It seems that I had the wrong version of scripts installed (or at the wrong place, not sure what one)

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [Scrin](#) on Thu, 28 May 2009 18:40:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Soulhunter wrote on Thu, 28 May 2009 13:26The hud works for me now It seems that I had the wrong version of scripts installed (or at the wrong place, not sure what one)
omg....

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [b00tz92](#) on Thu, 28 May 2009 19:06:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

lawl at blue14bel makin a fool of himself... the light tank and the sakura are public skins n1 LO!L

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)
Posted by [dr3w2](#) on Fri, 05 Jun 2009 03:38:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

http://www.renegadeforums.com/index.php?t=msg&goto=366835&rid=21670#msg_366835

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [slosha](#) on Fri, 05 Jun 2009 17:48:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

b00tz92 wrote on Thu, 28 May 2009 14:06lawl at bluel4bel makin a fool of himself... the light tank and the sakura are public skins n1 LO!L

he does have a point about the hud tease.. and scrin probably did it on purpose

Subject: Re: Scrin's 3rd HUD for download (UPDATE1)

Posted by [aNNo](#) on Fri, 26 Jun 2009 03:41:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

goliath35 wrote on Wed, 27 May 2009 08:52What do i need to do so i can make it work for my res 800x600

that would be great, or if you could help me understand how to modify the hud.ini file to make it work...
