**Subject: Creating a hud**
Posted by IAmFenix on Tue, 01 Sep 2009 01:51:04 GMT
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I'm trying to create a hud, and not a simple one like the previous topic wanted. I'd like to learn to script one and set it up. Can someone help me out a bit,as I don't know how to open shaders.dll. And yes, I know C++.

**Subject: Re: Creating a hud**
Posted by dr3w2 on Tue, 01 Sep 2009 01:52:12 GMT
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  http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2 1670

Shaders.dll is a project which is part of the scripts solution

**Subject: Re: Creating a hud**
Posted by IAmFenix on Tue, 01 Sep 2009 02:01:14 GMT
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Only this did not help me, as I can't access the second link, as I get redirected. I guess I'll try it with just installing Visual C++ Express 2008. I'll search around and see if I can find an updated solution.

**Subject: Re: Creating a hud**
Posted by Ethenal on Tue, 01 Sep 2009 02:38:34 GMT
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If that post doesn't help you then you're probably screwed, since that's like every setup instruction there is for scripts.dll... just download the 2008 version of express, they don't distribute the 2005 version anymore.

**Subject: Re: Creating a hud**
Posted by jnz on Tue, 01 Sep 2009 09:58:22 GMT
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IAmFenix wrote on Tue, 01 September 2009 03:01Only this did not help me, as I can't access the second link, as I get redirected. I guess I'll try it with just installing Visual C++ Express 2008. I'll search around and see if I can find an updated solution.

Make sure you install the DirectX SDK August 2006.

Subject: Re: Creating a hud
Posted by IAmFenix on Tue, 01 Sep 2009 13:54:58 GMT
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I know they don't redistribute 2005 anymore, I downloaded and installed 2008, tried DirectX 2007 update and http://gdk.thegamecreators.com/?f=downloads , which did not work.
I'll uninstall both and install 2006, see if that helps.
EDIT:
This did not help. I think it is because I need the microsoft platform SDK (Link dead) as mentioned in the post.
EDIT2:
Found a link and installed PSDK. How do you set it up for VC++?

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Subject: Re: Creating a hud
Posted by jnz on Tue, 01 Sep 2009 14:40:01 GMT
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The august 2006 SDK can be found here. Just update the VC++ directories to point to it.

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Subject: Re: Creating a hud
Posted by IAmFenix on Tue, 01 Sep 2009 14:55:28 GMT
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I already downloaded & installed it.
That's what I was referring to when I said 2006.
I uninstalled directx2007 and the other sdk already.
EDIT:
Just to clarify, I'm using Visual C++ 2008 Express, I have DirectX SDK August 2006 installed and set up, Now I just need instructions on how to set up the Microsoft SDK Platform.

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Subject: Re: Creating a hud
Posted by dr3w2 on Tue, 01 Sep 2009 16:25:00 GMT
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You don't need the microsoft SDK for the scripts project at all.

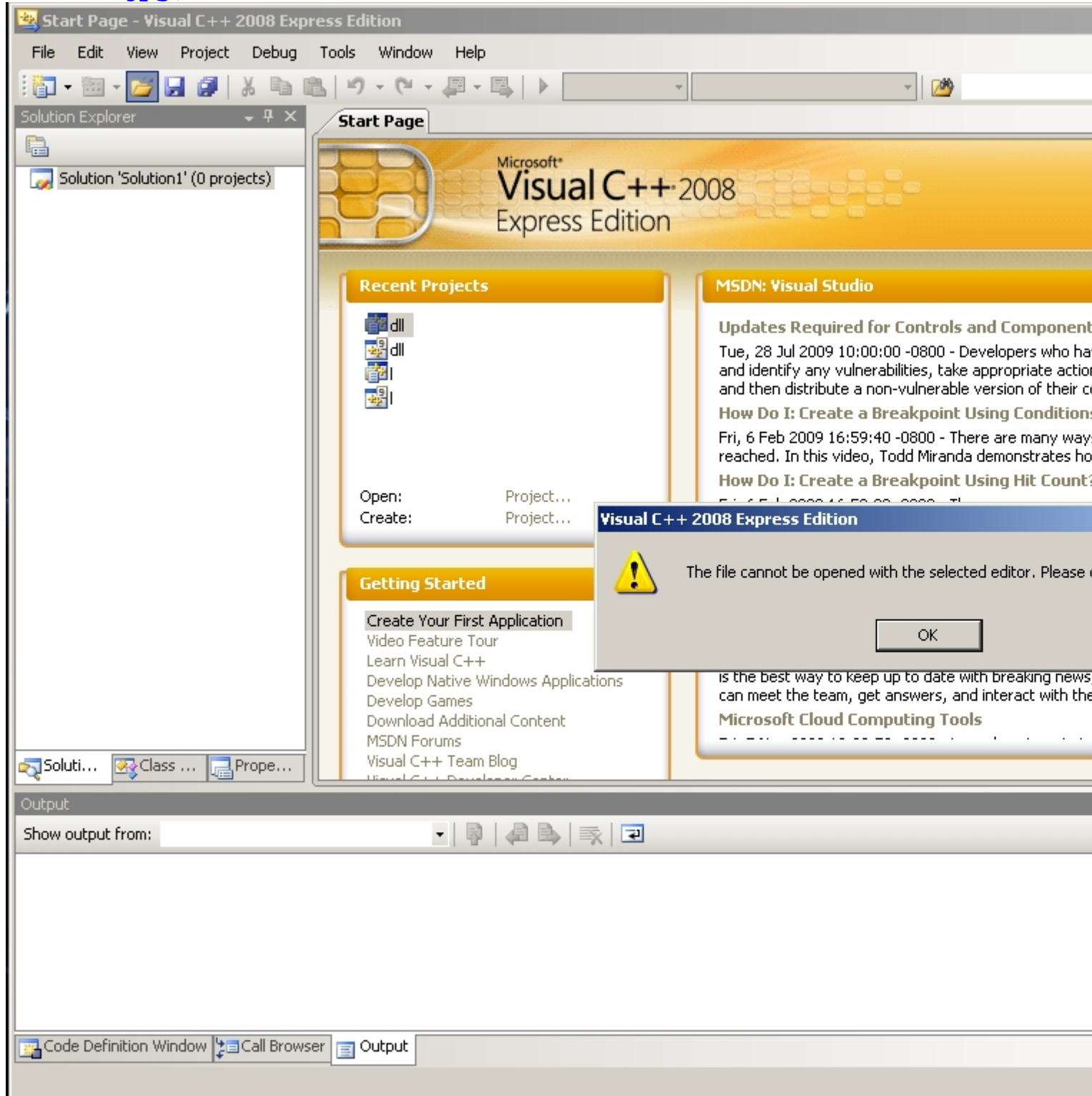You only need the directx august SDK for shaders.dll specifically

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Subject: Re: Creating a hud
Posted by IAmFenix on Tue, 01 Sep 2009 19:21:01 GMT
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Well, I'm having trouble as the damn Visual C++ won't let me, I posted a screenshot of what happens when I try to open shaders.dll with it.

File Attachments
1) Bah.jpg, downloaded 212 times

Subject: Re: Creating a hud
Posted by Gen_Blacky on Tue, 01 Sep 2009 19:30:34 GMT
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you don't need any coding to make a new hud only if you want to add new features.

Subject: Re: Creating a hud
Posted by jnz on Tue, 01 Sep 2009 19:30:51 GMT
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IAmFenix wrote on Tue, 01 September 2009 20:21Well, I'm having trouble as the damn Visual
C++ won't let me, I posted a screenshot of what happens when I try to open shaders.dll with it.

You don't open the dll file, you open the solution file (sln).

Subject: Re: Creating a hud
Posted by ErroR on Tue, 01 Sep 2009 19:30:58 GMT
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you cannot open a .dll, download the source here
EDIT: oh that was already said

Subject: Re: Creating a hud
Posted by IAmFenix on Tue, 01 Sep 2009 19:38:45 GMT
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jnz wrote on Tue, 01 September 2009 14:30IAmFenix wrote on Tue, 01 September 2009
20:21Well, I'm having trouble as the damn Visual C++ won't let me, I posted a screenshot of what
happens when I try to open shaders.dll with it.

You don't open the dll file, you open the solution file (sln).
Ahhh....
Well, that solves my problem, thank you.

And thanks for the link Error, downloaded and working now =)


EDIT:
Anyone know where the area for the HUD is?

Subject: Re: Creating a hud
Posted by cnc95fan on Tue, 01 Sep 2009 19:51:14 GMT

You know C++ and tried to open a .dll file with VC++?...

Subject: Re: Creating a hud
Posted by IAmFenix on Tue, 01 Sep 2009 22:11:47 GMT

It's basic knowledge of C++

Subject: Re: Creating a hud
Posted by BlueThen on Tue, 01 Sep 2009 22:18:59 GMT

IAmFenix wrote on Tue, 01 September 2009 17:11It's basic knowledge of C++
It's actually basic knowledge to know that DLLs are not to be opened by compilers, but for source files to be opened instead.

Subject: Re: Creating a hud
Posted by dr3w2 on Tue, 01 Sep 2009 22:56:38 GMT

Claiming you know "c++" then asking why you're getting an error trying to open a compiled .dll file, does not look too good.

To jump into the idea of "making a custom hud" from how do I open the solution is a big leap

Subject: Re: Creating a hud
Posted by Gen_Blacky on Wed, 02 Sep 2009 00:13:16 GMT

Fail

Subject: Re: Creating a hud
Posted by Ethenal on Wed, 02 Sep 2009 02:19:59 GMT

cnc95fan wrote on Tue, 01 September 2009 14:51You know C++ and tried to open a .dll file with VC++?...
Was just thinking the same thing. Lied a little bit there eh?

## Subject: Re: Creating a hud
Posted by IAmFenix on Wed, 02 Sep 2009 11:52:01 GMT
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I have basic knowledge of the coding, which when I'm trying to change things isn't really working
>.>
Maybe I should just go back to skinning and drop C++ as a project I'd need someone to teach me,
BUT MY FUCKING SCHOOL DROPPED.
I'm just a bit pissed about that and tried to learn on my own, but apparently,I went from T-ball to
MLB[/Metaphor].(Don't remind me my metaphor is crappy and I could probably come up with a
better one if I weren't thinking about baseball.)Right, ignore that last bit and I guess this is the time
for me to !ragequit from this thread?
Most the C++ I know came from http://www.cplusplus.com/doc/tutorial/
First time I messed around with anything close to .dll files.