Subject: [preview] rotating weaponlist
Posted by Tunaman on Tue, 22 Dec 2009 17:43:00 GMT
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Hey, I wanted to show off something new I've been making lately.
Here's an old screenshot to show you generally what it looks like:
http://img199.imageshack.us/img199/1281/game2009121722103967.jpg

Here's a video:
http://www.youtube.com/watch?v=rAshl_nGUsE

I'll try to tidy it up and release it and the source code once I've changed a few things(for example make it rotate faster when you go to a weapon further away from your current weapon).

Subject: Re: [preview] rotating weaponlist
Posted by ErroR on Tue, 22 Dec 2009 17:56:41 GMT
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very nice, now if the icons could be replaced with 3d models

Subject: Re: [preview] rotating weaponlist
Posted by YazooGang on Tue, 22 Dec 2009 18:09:25 GMT
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Should be included in TT. Nice job man.

Subject: Re: [preview] rotating weaponlist
Posted by Reaver11 on Tue, 22 Dec 2009 18:12:42 GMT
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It is very nice.
Hope you get it all done

Subject: Re: [preview] rotating weaponlist
Posted by Omar007 on Tue, 22 Dec 2009 18:31:05 GMT
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That's just awesome

And as error said it would be cool if they could be models. Or at least colourized images instead of green

Subject: Re: [preview] rotating weaponlist
Posted by reborn on Tue, 22 Dec 2009 18:43:31 GMT
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That looks pretty neat man!

Subject: Re: [preview] rotating weaponlist
Posted by woandre on Tue, 22 Dec 2009 18:56:23 GMT
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reborn wrote on Tue, 22 December 2009 19:43That looks pretty neat man!

Subject: Re: [preview] rotating weaponlist
Posted by anant on Tue, 22 Dec 2009 19:33:06 GMT
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woandre wrote on Tue, 22 December 2009 12:56reborn wrote on Tue, 22 December 2009 19:43That looks pretty neat man!

Subject: Re: [preview] rotating weaponlist
Posted by ArtyWh0re on Tue, 22 Dec 2009 19:38:43 GMT
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Great job on this, it looks very professional.

Subject: Re: [preview] rotating weaponlist
Posted by ChewML on Tue, 22 Dec 2009 20:07:15 GMT
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Very nice indeed. I would love to see this mixed into more HUDs.

Subject: Re: [preview] rotating weaponlist
Posted by Gen_Blacky on Tue, 22 Dec 2009 20:38:29 GMT
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whats it going to look like when you have like 10 weapons or more. That might be a problem. Looks cool.

Subject: Re: [preview] rotating weaponlist
Posted by Tunaman on Tue, 22 Dec 2009 23:23:31 GMT
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Thanks for all the nice comments.
Sorry, but my knowledge of 3d graphics is very limited so I'm not sure I would have any idea about how to make it 3d.

For the images, I've just been using the standard images shown on the default weaponlist or the bottom right. I made settings in hud.ini that allows you to change the color, but I just wanted to show off the functionality of it so I made everything the exact same as the default ren weapon list(the color & fade time are exactly the same). ^^ I also made settings so you can change the radius of the circle the weapons rotate, how long the weapons stay shown after changing them, the time it takes to fade, and the time it takes for the weapons to turn to the newly selected one.

Also it shouldn't have a problem when there are lots of weapons, I tried it in one server where there were weapons all over the place and it didn't seem to have a problem with like 20 weapons.. Do you know of how I could test to see if there are any problems with a bunch of weapons?

Subject: Re: [preview] rotating weaponlist
Posted by reborn on Wed, 23 Dec 2009 06:10:34 GMT
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void Grant_Powerup(GameObject *obj,const char *Preset_Name); //grants a powerup

You'll need to modify a server, but using that function will allow you to grant a player weapons.

Subject: Re: [preview] rotating weaponlist
Posted by ErroR on Wed, 23 Dec 2009 09:48:20 GMT
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reborn wrote on Wed, 23 December 2009 08:10void Grant_Powerup(GameObject *obj,const char *Preset_Name); //grants a powerup

You'll need to modify a server, but using that function will allow you to grant a player weapons.
wouldn't a pkg mod be easyer? that is if you answered this question
tunamanDo you know of how I could test to see if there are any problems with a bunch of weapons?

Subject: Re: [preview] rotating weaponlist
Posted by reborn on Wed, 23 Dec 2009 10:29:20 GMT
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Perhaps, depends on what Tunaman finds eaiser to do really. It's clear he is fine with coding...

But yes, certianly a pkg mod would be fine too. Or even just a ojects.ddb mod on the server.

All good ideas really.

Subject: Re: [preview] rotating weaponlist
Posted by slosha on Wed, 23 Dec 2009 16:59:01 GMT
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That's bad ass. I would definitely use that.

Subject: Re: [preview] rotating weaponlist
Posted by zeratul on Wed, 23 Dec 2009 19:40:09 GMT
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Glock~ wrote on Wed, 23 December 2009 10:59That's bad ass. I would definitely use that.

Subject: Re: [preview] rotating weaponlist
Posted by Kimb on Wed, 23 Dec 2009 21:57:18 GMT
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Zeratul wrote on Wed, 23 December 2009 14:40Glock~ wrote on Wed, 23 December 2009 10:59That's bad ass. I would definitely use that.

Subject: Re: [preview] rotating weaponlist
Posted by Gen_Blacky on Wed, 23 Dec 2009 23:14:17 GMT
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a pkg mod will mess with the fonts and stuff.

Subject: Re: [preview] rotating weaponlist
Posted by Tunaman on Thu, 24 Dec 2009 07:57:34 GMT
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reborn wrote on Wed, 23 December 2009 01:10void Grant_Powerup(GameObject *obj,const char *Preset_Name); //grants a powerup

You'll need to modify a server, but using that function will allow you to grant a player weapons.

Cool, thanks.

I ended up just running around on the Haunted2 map and picking up lots of weapons.. it seemed like the easiest way to do it. What I found that when you have a very large amount of weapons they begin to overlap a little bit. =(I'm not quite sure of a way to fix that besides making the circle they revolve around bigger.. on small resolutions it is already a very large part of the screen so I think that I'll just leave it like it is currently, and if there's a glaring problem then I'll try to fix it. ^^

And thanks everyone for all of the nice comments!

Subject: Re: [preview] rotating weaponlist
Posted by reborn on Thu, 24 Dec 2009 09:50:24 GMT
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Perhaps the circle size could be dynamic?

Subject: Re: [preview] rotating weaponlist
Posted by renalpha on Thu, 24 Dec 2009 20:00:51 GMT
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TT is death. it fails....

Subject: Re: [preview] rotating weaponlist
Posted by Di3HardNL on Thu, 24 Dec 2009 22:48:17 GMT
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wow nice work! just a little change on the textures of the icons and it will definitely look awesome

---

Subject: Re: [preview] rotating weaponlist
Posted by Xpert on Fri, 25 Dec 2009 12:15:45 GMT
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No tunamans pulling a 360 and respawning to renegade and gettin all geeky wit it, like wtf D:

Subject: Re: [preview] rotating weaponlist
Posted by Raptor RSF on Wed, 30 Dec 2009 20:33:09 GMT
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This modification is amazing!

I have already added it to my HUD in developing.
Offcourse credit will be given to you for that feature.

Subject: Re: [preview] rotating weaponlist
Posted by Tunaman on Thu, 31 Dec 2009 03:52:52 GMT
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Thanks guys! I am thinking about implementing a .ini file that stores texture names of weapons, so that you can change the textures that are shown for each weapon easily. Or I could just add a section in hud.ini. I'll also try to figure out the best way to make the circle's size dynamic.. one thing I wanted to do was to make it look nice at all resolutions. I checked all the resolutions my computer can support and it looked fine, but at very large resolutions it may be very small.

And yeah Xpert! I respawn under the sea, it took me a year or two to swim back to my renehome because of those nasty guys at Starkist.

Subject: Re: [preview] rotating weaponlist
Posted by Raptor RSF on Wed, 06 Jan 2010 16:32:22 GMT
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Tunaman wrote on Wed, 30 December 2009 21:52
but at very large resolutions it may be very small. .

On my 1920x1080 screen it looks like this:

Toggle Spoiler

A INI function for cirlce size comes in handy

File Attachments
1) WL_HD.jpg, downloaded 641 times

Current Objects: 0

1   2   3   4

[Team] parsnip: !rampup

W

Subject: Re: [preview] rotating weaponlist
Posted by Tunaman on Wed, 06 Jan 2010 19:21:57 GMT
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There is a variable for size in the ini.
I named it WeaponListDistance, and forgot to put it in the readme. Sorry. :/ It controls the radius of the circle in pixels.

So in HUD.ini just set WeaponListDistance to a number you would like for the radius of the circle it rotates around(the default is 250).

Subject: Re: [preview] rotating weaponlist
Posted by Gen_Blacky on Fri, 08 Jan 2010 06:05:36 GMT
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I haven't looked at your hud yet but what about showing only weapons by the category. Like pressing 1 brings up all the weapons in the 1 column pressing 2 bring up all the weapons in the number 2 column. It might be to confusing for normal gamplay to pick the weapon you want but would look a lot cleaner when having a lot of weapons. I hope you understand what I mean.

Edit:

This is the problem I saw http://img145.imageshack.us/img145/4466/testfa.jpg but after looking at your hud i see that you can change the spacing with parameters you set for it. Also in most normal games you will not have that many weapons.

Subject: Re: [preview] rotating weaponlist
Posted by Omar007 on Fri, 08 Jan 2010 09:34:12 GMT
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Gen_Blacky wrote on Fri, 08 January 2010 07:05I haven't looked at your hud yet but what about showing only weapons by the category. Like pressing 1 brings up all the weapons in the 1 column pressing 2 bring up all the weapons in the number 2 column. It might be to confusing for normal gamplay to pick the weapon you want but would look a lot cleaner when having a lot of weapons. I hope you understand what I mean.

Edit:

This is the problem I saw http://img145.imageshack.us/img145/4466/testfa.jpg but after looking at your hud i see that you can change the spacing with parameters you set for it. Also in most normal games you will not have that many weapons.

Well according to your screenie you wont have any problems by just increasing the

WeaponListDistance. Your screen res looks high enough for it