
Subject: Hud Help

Posted by [Gen_Blacky](#) on Sun, 17 Jan 2010 21:10:08 GMT

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

okay this is what I want to do. I want to be able to apply different textures depending on the players team. So for example if I had it reading from hud.ini to get GDITextureName=medtank.dds it would show a med tank and if the player was nod the image would change according to the string its getting from the hud.ini, NODTextureName=nodtank.dds. Do I have to add a seprate texture count for each one or can I add them to the current texture count? It kept crashing when I added it to the current texture count. I would appreciate any help on this. Then people could apply different hud textures for each player side.

File Attachments

1) [texture.jpg](#), downloaded 451 times



Subject: Re: Hud Help
Posted by [Sir Kane](#) on Sun, 17 Jan 2010 22:33:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Clear advantage right there.

Subject: Re: Hud Help
Posted by [Sean](#) on Sun, 17 Jan 2010 22:42:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow that is one sexi hud.

Subject: Re: Hud Help
Posted by [Gen_Blacky](#) on Sun, 17 Jan 2010 23:06:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sir Kane wrote on Sun, 17 January 2010 16:33Clear advantage right there.

whats the advantage you see the team vehicle count?

Subject: Re: Hud Help
Posted by [IAmFenix](#) on Mon, 18 Jan 2010 16:17:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sir Kane wrote on Mon, 18 January 2010 00:33Clear advantage right there.
What advantage? I thought radar map and proxies + radar map + building bars were OBVIOUSLY not advantages.

Subject: Re: Hud Help
Posted by [ErroR](#) on Mon, 18 Jan 2010 17:16:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

IAmFenix wrote on Mon, 18 January 2010 18:17Sir Kane wrote on Mon, 18 January 2010 00:33Clear advantage right there.
What advantage? I thought radar map and proxies + radar map + building bars were OBVIOUSLY not advantages.
you're taking that comment way to serious, he's just bitchin.

Subject: Re: Hud Help

Posted by [Sir Kane](#) on Mon, 18 Jan 2010 17:35:57 GMT

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

Gen_Blacky wrote on Sun, 17 January 2010 17:06Sir Kane wrote on Sun, 17 January 2010 16:33Clear advantage right there.

whats the advantage you see the team vehicle count?

Well, if you can't build one, but your team's current count is below limit, you know how many the enemy has!

Subject: Re: Hud Help

Posted by [Omar007](#) on Mon, 18 Jan 2010 17:43:18 GMT

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

Sir Kane wrote on Mon, 18 January 2010 18:35Gen_Blacky wrote on Sun, 17 January 2010 17:06Sir Kane wrote on Sun, 17 January 2010 16:33Clear advantage right there.

whats the advantage you see the team vehicle count?

Well, if you can't build one, but your team's current count is below limit, you know how many the enemy has!

Subject: Re: Hud Help

Posted by [Gen_Blacky](#) on Mon, 18 Jan 2010 18:03:30 GMT

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

Sir Kane wrote on Mon, 18 January 2010 18:35Gen_Blacky wrote on Sun, 17 January 2010 17:06Sir Kane wrote on Sun, 17 January 2010 16:33Clear advantage right there.

whats the advantage you see the team vehicle count?

Well, if you can't build one, but your team's current count is below limit, you know how many the enemy has!

wouldn't the limit still be 8 even if the other team had your vehicles. If so then you wouldn't really know if the enemy team had any of your vehicles.

Edit

I tested it out and even if nod has the vehicle it still counts on the vehicle counter. It might work different on modified servers since this is just a lan game. The counter doesn't currently get the current vehicles when the player is in a vehicle that could be another reason.

File Attachments

1) [ok.jpg](#), downloaded 644 times



Subject: Re: Hud Help

Posted by [Raptor RSF](#) on Mon, 18 Jan 2010 18:28:09 GMT

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

Already had that texture change on team feature on my planlist.

I will be making it this month probably. Well, i dont expect that it will be hard to code.

First i have to finish my exam week -.-

Subject: Re: Hud Help
Posted by [Gen_Blacky](#) on Mon, 18 Jan 2010 18:33:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Raptor RSF wrote on Mon, 18 January 2010 19:28Already had that texture change on team feature on my planlist.

I will be making it this month probably. Well, i dont expect that it will be hard to code.

First i have to finish my exam week -.-

I tried implementing it a couple times but always have problems when i call for the new texture.

Subject: Re: Hud Help
Posted by [Raptor RSF](#) on Mon, 18 Jan 2010 19:11:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know it can be done somehow. And if the classic techniqe fails, I will try to find a solution.
