Subject: Screen resolutions for blood hud
Posted by Raptor RSF on Fri, 22 Jan 2010 22:14:31 GMT
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What are the most common renegade game resolutions?

I will be making bloodHUD for the following resolutions:

2048x1536

1920x1200
1920x1080

1600x1200
1680x1050 <<< added
1440x900 <<< added

1280x1024
1280x960
1280x768
1280x720

1024x768

If i have forgotten a decent screen resolution, please report it here!
I won't make it for 800x600 or below.

Subject: Re: Screen resolutions for blood hud
Posted by Sir Kane on Fri, 22 Jan 2010 23:32:25 GMT
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You know, you can use negative values to get stuff on the bottom/right side of the screen instead of using large positive values. I believe so at least.

Subject: Re: Screen resolutions for blood hud
Posted by Raptor RSF on Fri, 22 Jan 2010 23:40:03 GMT
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yes i know, but in this case it isn't going to be working correct that way.

I already use negative values for my RSF hud. But the BloodHUD is an addition to the RSF hud.

And the blood that will be shown on the screen will be on 1 texture.

So basically, each resolution will get its own texture. I already programmed it like that.

Subject: Re: Screen resolutions for blood hud
Posted by crysis992 on Sat, 23 Jan 2010 00:20:05 GMT
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-.-´ my resolution

1440x900

Subject: Re: Screen resolutions for blood hud
Posted by Omar007 on Sat, 23 Jan 2010 00:42:04 GMT
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crysis992 wrote on Sat, 23 January 2010 01:20-.-´ my resolution

1440x900
laptop??

Subject: Re: Screen resolutions for blood hud
Posted by Raptor RSF on Sat, 23 Jan 2010 00:48:36 GMT
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crysis992 wrote on Fri, 22 January 2010 18:20-.-´ my resolution

1440x900

added

Subject: Re: Screen resolutions for blood hud
Posted by crysis992 on Sat, 23 Jan 2010 01:10:32 GMT
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Omar007 wrote on Fri, 22 January 2010 18:42crysis992 wrote on Sat, 23 January 2010 01:20-.-´
my resolution

1440x900
laptop??

nope not a laptop

Subject: Re: Screen resolutions for blood hud
Posted by GEORGE ZIMMER on Sat, 23 Jan 2010 01:38:53 GMT
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I use 1152x864.

Subject: Re: Screen resolutions for blood hud
Posted by R315r4z0r on Sat, 23 Jan 2010 02:02:17 GMT
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1680x1050

Subject: Re: Screen resolutions for blood hud
Posted by Gen_Blacky on Sat, 23 Jan 2010 03:33:33 GMT
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1600 X 1200

Subject: Re: Screen resolutions for blood hud
Posted by anant on Sat, 23 Jan 2010 05:08:58 GMT
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1440x900

Subject: Re: Screen resolutions for blood hud
Posted by Altzan on Sat, 23 Jan 2010 06:04:08 GMT
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1024x768

Subject: Re: Screen resolutions for blood hud
Posted by Sir Kane on Sat, 23 Jan 2010 12:25:46 GMT
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Hardcoding it for each resolution is plain dumb.

Subject: Re: Screen resolutions for blood hud
Posted by Sean on Sat, 23 Jan 2010 13:11:12 GMT
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Sir Kane wrote on Sat, 23 January 2010 06:25Hardcoding it for each resolution is plain dumb.

Yeah, As I recall the hud that DeathLink made was coded so that it worked for pretty much every res, it'd be best doing that.

1280x1024 is most common anyways.

Subject: Re: Screen resolutions for blood hud
Posted by Raptor RSF on Sat, 23 Jan 2010 13:26:33 GMT
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Please don't talk about how i coded it, because you may have no idea of how it will look like.

Ty everyone, for reporting your resolution.
And why are people reporting their res while its already in the list   lol

ps. - The RSF hud is coded for every resolution.
only the Bloodhud overlay (add-on) cannot be made for every resolution, because the texture will be covered on the entire screen.

Subject: Re: Screen resolutions for blood hud
Posted by Sean on Sat, 23 Jan 2010 13:41:26 GMT
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Raptor RSF wrote on Sat, 23 January 2010 07:26Please don't talk about how i coded it, because you may have no idea of how it will look like.

Ty everyone, for reporting your resolution.
And why are people reporting their res while its already in the list   lol

ps. - The RSF hud is coded for every resolution.
only the Bloodhud overlay (add-on) cannot be made for every resolution, because the texture will be covered on the entire screen.

That's also why I said that '1280x1024' is most common, no point in making it for 800x600

Subject: Re: Screen resolutions for blood hud
Posted by Raptor RSF on Sat, 23 Jan 2010 15:54:45 GMT
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Well i made this, it will have 3 health levels, so 3 textures per resolution. Well it can use some improvements.

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File Attachments

1) bloodhud.jpg, downloaded 787 times

Subject: Re: Screen resolutions for blood hud
Posted by Gen_Blacky on Sat, 23 Jan 2010 19:09:31 GMT
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all you need to set different xy pos for each resolution. Its pain but its not very hard and it takes like 10 mins.

Subject: Re: Screen resolutions for blood hud
Posted by Lone0001 on Sat, 23 Jan 2010 23:57:04 GMT
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1600x900

Subject: Re: Screen resolutions for blood hud
Posted by Sir Kane on Sun, 24 Jan 2010 09:19:39 GMT
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My own HUD code is so pro, offsets auto-scale for each resolution!

Subject: Re: Screen resolutions for blood hud
Posted by Sean on Sun, 24 Jan 2010 09:40:43 GMT
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Sir Kane wrote on Sun, 24 January 2010 03:19My own HUD code is so pro, offsets auto-scale for each resolution!

Why not post it?

Or would it break shader.dll licence if you don't release w/o source, well the least you could do is post ss

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Subject: Re: Screen resolutions for blood hud
Posted by Raptor RSF on Sun, 24 Jan 2010 11:20:12 GMT
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i don't like scaled textures on my HD screen.

Subject: Re: Screen resolutions for blood hud
Posted by Sir Kane on Sun, 24 Jan 2010 12:29:50 GMT
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I said offsets, not textures. You can just use one large texture for it all.

Subject: Re: Screen resolutions for blood hud
Posted by Raptor RSF on Sun, 24 Jan 2010 15:00:36 GMT
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Sir Kane wrote on Sun, 24 January 2010 06:29I said offsets, not textures. You can just use one large texture for it all.

Oh oke, but that will be a pain in the ass to code Lol.
And a big part of the texture will not be visible on HD screens.

Subject: Re: Screen resolutions for blood hud
Posted by Sir Kane on Sun, 24 Jan 2010 15:07:26 GMT
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It would look virtually the same with all resolutions if done correctly.

Subject: Re: Screen resolutions for blood hud
Posted by JasonKnight on Sat, 27 Feb 2010 21:12:58 GMT
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1400x1050 here

Subject: Re: Screen resolutions for blood hud
Posted by Raptor RSF on Sun, 28 Feb 2010 16:46:41 GMT
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I already finished this feature for the complete HUD. It will have 2 different textures.

1 for Normal screen ratio's
1 for HD screens

The texture is automatically reshaped to the screen resolution.

Conculsion: It will work for every resolution!