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Subject: HUD.ini

Posted by [Generalcamo](#) on Tue, 07 Dec 2010 12:52:49 GMT

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According to some renegade players, the HUD.ini will no longer be available.

1. Is this true?
2. If so, could you make it a server side feature to disable them? Or add a feature for server owners to actually look inside the file to see what exactly you are using, paired with a remote screenshot.

Some servers may disable them, some servers say yes to certain features, and some servers say yes unless it is something like RGH.

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Subject: Re: HUD.ini

Posted by [crysis992](#) on Tue, 07 Dec 2010 12:56:37 GMT

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other question, will tt block custom shaders??

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Subject: Re: HUD.ini

Posted by [jonwil](#) on Tue, 07 Dec 2010 13:19:13 GMT

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- 1.hud.ini is very much available. TT does not block custom HUDs
- 2.It is not possible to cheat using stock unmodified shaders.dll and a modified hud.ini. Building bars and other cheats are only possible with modified shaders.dll. (if anyone knows of a way to cheat using hud.ini, let me know).
- 3.There are no plans to enforce hud.ini or to allow server owners to inspect for hacks. There IS a remote screenshot feature though.
- 4.RGH has nothing to do with hud.ini or shaders.dll.
- 5.scripts 4.0 will be blocking custom unapproved shaders.dll files (exactly how is still being figured out)

Also I should point out that in 4.0, a big number of "sensitive" keywords and settings from hud.ini were moved to a new ini file which is checked by the anti-cheat.

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Subject: Re: HUD.ini

Posted by [Hypnos](#) on Tue, 07 Dec 2010 17:35:28 GMT

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So, you're saying that people won't be allowed to use building bars? Or are you saying it is up to the server owner's discretion?

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Subject: Re: HUD.ini

Posted by [halo2pac](#) on Tue, 07 Dec 2010 18:06:53 GMT

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Per server rules would be the best option I believe. You join a original server: Shaders dissabled. join a mod server: all modified shaders allowed. or Shaders.dll and CustomShaders.Dll

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Subject: Re: HUD.ini

Posted by [EvilWhiteDragon](#) on Tue, 07 Dec 2010 18:14:42 GMT

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halo2pac wrote on Tue, 07 December 2010 19:06Per server rules would be the best option I believe. You join a original server: Shaders dissabled. join a mod server: all modified shaders allowed. or Shaders.dll and CustomShaders.Dll

I assume this will work the same way as skins, it can be chosen by serverowners what to allow/disallow. I think that it can both be a blacklist as well as a whitelist, but I'm not sure.

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