
Subject: Editing the HUD

Posted by [Ryu](#) on Fri, 30 Nov 2012 02:28:24 GMT

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So I was wondering, is there any way to completely reorganize the HUD in renegade? To reposition the the info it displays or even change the radar from circular to square or make it bigger?

I know that HUD which scrin (I think) had where he had the top down view of the map and stuff, But also the health and armor display were completely redone too with ammo information being text based with custom colored back grounds, is it possible to do or am I forever stuck to editing the basic hud in ren?

Subject: Re: Editing the HUD

Posted by [ehhh](#) on Fri, 30 Nov 2012 11:39:23 GMT

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there's been alot of them made in the last few years, however majority of them aren't compatible with 4.0 afaik

Subject: Re: Editing the HUD

Posted by [NACHO-ARG](#) on Fri, 30 Nov 2012 14:01:50 GMT

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yes, it can be done but there are several items that doesnt work with scripts 4.0 like mine count, building bars, time limit and credits, the rest (radar, health/shield bars, weapon/ammo box) can be edited, here an example:

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Subject: Re: Editing the HUD

Posted by [Ryu](#) on Fri, 30 Nov 2012 20:27:12 GMT

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So to have a bad ass looking hud you run the risk of a lot of things not working due to TT?

also that med tank skin is sick.

Subject: Re: Editing the HUD

Posted by [NACHO-ARG](#) on Fri, 30 Nov 2012 21:26:29 GMT

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well, you need to keep in mind what features doesnt work with TT if you are working in a new hud because most server already got updated to TT and some enforce it.
here a hud compatible with TT:

http://www.renegadeforums.com/index.php?t=msg&goto=456167&rid=25667&srch=hud+compatible#msg_456167

here the veh skinpack:

<http://www.renegadeforums.com/index.php?t=msg&th=34633&start=0&rid=25667>

Subject: Re: Editing the HUD

Posted by [Ryu](#) on Sat, 01 Dec 2012 18:44:18 GMT

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Very nice, cheers man!

also another question, how would I go about animating a texture (making the engineers viser glow)? Is that also possible?

Subject: Re: Editing the HUD

Posted by [NACHO-ARG](#) on Sat, 01 Dec 2012 19:41:04 GMT

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you could make glow many stuf in your game by using bloom effects but again i dont think they work properly with TT(though i am not sure about this as i never used those bloom effects). about making glow engineer's viser specifically, you would need to edit the w3d model and use it as model replacement but if you use TT, that will get you kicked by the TT anticheat unless you submit the file to a server admin and this one decide to allow it.

Subject: Re: Editing the HUD

Posted by [Ryu](#) on Sun, 02 Dec 2012 09:27:34 GMT

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Without editing the w3d since I have no modeling experience, just make the viser flash a few colors, could that be possible? are there any special settings to save the .dds in photoshop?

Subject: Re: Editing the HUD

Posted by [danpaul88](#) on Sun, 02 Dec 2012 15:10:45 GMT

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No, I believe you would need to modify the .w3d to add the necessary material and/or mesh properties to apply the effects properly.

Subject: Re: Editing the HUD

Posted by [NACHO-ARG](#) on Sun, 02 Dec 2012 17:56:54 GMT

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danpaul88 wrote on Sun, 02 December 2012 08:10No, I believe you would need to modify the .w3d to add the necessary material and/or mesh properties to apply the effects properly.

this,as far as i know you cant do anything but chaging the viser´s main color wile editing just the dds file.
