Subject: Re: scripts.dll 3.4.2 is out
Posted by Tunaman on Fri, 17 Aug 2007 07:52:50 GMT
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Cunin wrote on Thu, 16 August 2007 15:29I found sone problems while working on a HUD. I started making it with version 3.4.1 and the problems are still there with this new version.

1) QuadNXPos and QuadNYPos are reversed, the X is actually Y and the Y is X.

2) The QuadNTop, QuadNLeft, QuadNBottom & QuadNRight functions are broken. They don't uses the values I give them in the right way, like the QuadNBottom value should be in pixel but if I give it my texture height it crops it, I need to put a higher number than the real texture height. Also, my texture's proportions are never respected, it always try to make it square-shaped even if I use a rectangular shape (width higher than height). I also tried to stretch it horizontally but nothing changes. It's like the height and the width have a relation. I tried to stretch it to 192x45 (the original texture is 96x45) and it shows it exactly the same, I just need to set the Bottom and Right with the same number (like 96) and it shows it fully but as a square, otherwise if I'm using the correct resolution it will cut the texture.
Also, all the next Quad's are working differently, like the second being stretched 4x vertically.

Am I doing something wrong?

If you need more info just let me know.

EDIT:
I forgot to mention that I'm just using hud.ini with Renegade, and the texture format is either hud or tga, I get same results.
The code is fucked up yes, make sure that your textures have the same height and width. If you'd like for me to fix these bugs I could make a custom shaders.dll for you(I made one for myself that fixes a few things and adds new stuff too) but it might take a little while.