
Subject: [HUD] New HUD [Update2 read first Post]
Posted by [DL60](#) on Tue, 23 Dec 2008 21:05:09 GMT
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Hi everyone,

Maybe you remember the serverside HUD project of campa and me. It wasn't never really finished and it can't be released only for our RenCom Server (not of technical reasons). I decided to finish it for you all and made nearly finished version but you some points to know:

1. It uses a modified version of the shaders.dll. It contains a handfull of bugfixes and new features (and maybe some new bugs^). I remember all of them some important ones are mentioned below.

2. I doesn't include the Building-Bars but every other change we made.

3. I didn't included any mapoverviews - I'm going to release them seperatly. Maybe you use canadacdn's ones from renhelp.

4. This HUD supports every screen resolution but maybe if you use a too small resolution some boxes will overleap.

This screen-resolution independence was not made by us! It can already be made with a pure 3.4.4. shader.dll

5. A last information to the skilled programmers here: I made the last changes on the shaderhud.cpp code and I'm a programming beginner. I just copied existing code and modified it for my purposes. Maybe you will notice that in some way when you use it or when I give the source to some of you.

*Major Changes/Features:

- HUD shows active mines of your Team
- BulletBar shows the current number of Bullets in your weapon
- fixed some issues with the radar and the mapoverviews
- every number depends now on these fontXxX.tga's except the Weaponsdescription
- Added BulletIcon (like the HealthIcon)

I attached the hud to this post and you can download it at my site at the others-category (if you can't see the entry press F5 reload).

<http://deathlink.ut-ccr.de/>

Have fun with it.

Edit3: So here is the release compiled version including the source.
Merry Christmas!

File Attachments

1) [d6hudpreview.jpg](#), downloaded 2851 times



SW

DEATHLINK



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2) [D6HUD.zip](#), downloaded 578 times
