Subject: Request HUD Scripts Code
Posted by Scrin on Fri, 19 Oct 2007 12:13:19 GMT
View Forum Message <> Reply to Message

ok im start redoning minimaps gps hud,i know what need to do but got probs (lol like alwase)
i havent hud.ini script codes.. (like this sumten... radarvisible=true,armorbagxpol=130....etk)
rofl its not in ren, its not in alwase.dat...
so guys if you all want this akne's hud to release----> help me find full hud scripts AND also
westwood scope mini maps (like walls,canyon....but pls not w3dviewer---its gay pixels

here so far my work (whole day now)
its just test stuff...

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Fri, 19 Oct 2007 13:06:51 GMT
View Forum Message <> Reply to Message

renalpha wrote on Fri, 19 October 2007 08:04thats nice
could u pm ur msn? u got almost exact ideas as i have
sry havent msn, only email and pm (lol) ^^
also need to now how rotate maps inside ini......
jonwil and kane got code and knows all (w00ts)

Subject: Re: Request HUD Scripts Code
Posted by jonwil on Fri, 19 Oct 2007 13:17:53 GMT
View Forum Message <> Reply to Message

All of the HUD code (well all except for a few pieces that are used to "turn off" various parts of the
original game code) is in shaderhud.cpp in the scripts.dll source code.

I do not have any images, examples or hud.ini files for this feature.
To find out how to use it, read the documentation in bhs.txt.
I have no current plans to do anything more with the custom HUD feature.

Subject: Re: Request HUD Scripts Code
Posted by Try_lee on Fri, 19 Oct 2007 13:20:08 GMT
View Forum Message <> Reply to Message

My God...

Renegade doesn't look that nice to start with, but you've somehow made it look worse. *shudder*

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Fri, 19 Oct 2007 13:36:23 GMT
View Forum Message <> Reply to Message

jonwil wrote on Fri, 19 October 2007 08:17All of the HUD code (well all except for a few pieces that are used to "turn off" various parts of the original game code) is in shaderhud.cpp in the scripts.dll source code.

I do not have any images, examples or hud.ini files for this feature.
To find out how to use it, read the documentation in bhs.txt.
I have no current plans to do anything more with the custom HUD feature.

thanks, im go check that info...
errm ,lol i newer open .dll libraries before...can you tell which prog i need to open .dll?

(also lool i havent bhs.txt

Subject: Re: Request HUD Scripts Code
Posted by HORQWER on Fri, 19 Oct 2007 14:19:11 GMT
View Forum Message <> Reply to Message

Scrin wrote on Fri, 19 October 2007 07:13ok im start redoning minimaps gps hud,i know what need to do but got probs (lol like alwase)
i havent hud.ini script codes.. (like this sumten... radarvisible=true,armorbagxpol=130....etk)
rofl its not in ren, its not in alwase.dat...
so guys if you all want this akne's hud to release----> help me find full hud scripts AND also westwood scope mini maps (like walls,canyon....but pls not w3dviewer---its gay pixels

here so far my work (whole day now)
its just test stuff...

hey where did u found that hud there it shows the map.
can i please have it
POZALUSTA

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Fri, 19 Oct 2007 14:52:11 GMT
View Forum Message <> Reply to Message

HORQWER wrote on Fri, 19 October 2007 09:19Scrin wrote on Fri, 19 October 2007 07:13ok im

---

start redoning minimaps gps hud,i know what need to do but got probs (lol like alwase)
i havent hud.ini script codes.. (like this sumten... radarvisible=true,armorbagxpol=130....etk)
rofl its not in ren, its not in alwase.dat...
so guys if you all want this akne's hud to release----> help me find full hud scripts AND also
westwood scope mini maps (like walls,canyon....but pls not w3dviewer---its gay pixels

here so far my work (whole day now)
its just test stuff...

hey where did u found that hud there it shows the map.
can i please have it
POZALUSTA
its not ready and useless for you rigth now

Subject: Re: Request HUD Scripts Code
Posted by Di3HardNL on Fri, 19 Oct 2007 15:29:24 GMT
View Forum Message <> Reply to Message

mate here is the bhs.txt
just get it out your renegade folder, (i think you need corepatch or renguard for it to have it in your
folder)

```
File Attachments
1) bhs.txt, downloaded 272 times
```

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Fri, 19 Oct 2007 18:14:45 GMT
View Forum Message <> Reply to Message

Di3HardNL wrote on Fri, 19 October 2007 10:29mate here is the bhs.txt
just get it out your renegade folder, (i think you need corepatch or renguard for it to have it in your
folder)
ty Mark!

Subject: Re: Request HUD Scripts Code
Posted by HORQWER on Fri, 19 Oct 2007 18:32:16 GMT
View Forum Message <> Reply to Message

can i have it?

Subject: Re: Request HUD Scripts Code

Posted by Di3HardNL on Fri, 19 Oct 2007 19:51:18 GMT
View Forum Message <> Reply to Message

comon nerbs, READ

the hud isn't finished yet

Subject: Re: Request HUD Scripts Code
Posted by HORQWER on Fri, 19 Oct 2007 20:49:57 GMT
View Forum Message <> Reply to Message

how do u guys do those stuff

Subject: Re: Request HUD Scripts Code
Posted by Jerad2142 on Mon, 22 Oct 2007 16:30:58 GMT
View Forum Message <> Reply to Message

Scrin wrote on Fri, 19 October 2007 07:36jonwil wrote on Fri, 19 October 2007 08:17All of the
HUD code (well all except for a few pieces that are used to "turn off" various parts of the original
game code) is in shaderhud.cpp in the scripts.dll source code.

I do not have any images, examples or hud.ini files for this feature.
To find out how to use it, read the documentation in bhs.txt.
I have no current plans to do anything more with the custom HUD feature.

thanks, im go check that info...
errm ,lol i newer open .dll libraries before...can you tell which prog i need to open .dll?

(also lool i havent bhs.txt
If you are going to open the .cpp files you need the source code, which is downloadable from
sourceforge.net

HORQWER wrote on Fri, 19 October 2007 14:49how do u guys do those stuff

Skill

Subject: Re: Request HUD Scripts Code
Posted by mrÃ£Å§Ä·z   on Mon, 22 Oct 2007 21:15:51 GMT
View Forum Message <> Reply to Message

Scrin how do u made that humvee skin   it looks fucking awesome   is there a tutorial how to

---

make camo skins?

Subject: Re: Request HUD Scripts Code
Posted by Sir Kane on Mon, 22 Oct 2007 22:26:50 GMT
View Forum Message <> Reply to Message

Awesome? All of the texture replacements look FUCKING SHIT.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Tue, 23 Oct 2007 07:27:06 GMT
View Forum Message <> Reply to Message

Jerad Gray wrote on Mon, 22 October 2007 11:30Scrin wrote on Fri, 19 October 2007 07:36jonwil wrote on Fri, 19 October 2007 08:17All of the HUD code (well all except for a few pieces that are used to "turn off" various parts of the original game code) is in shaderhud.cpp in the scripts.dll source code.

I do not have any images, examples or hud.ini files for this feature.
To find out how to use it, read the documentation in bhs.txt.
I have no current plans to do anything more with the custom HUD feature.

thanks, im go check that info...
errm ,lol i newer open .dll libraries before...can you tell which prog i need to open .dll?

(also lool i havent bhs.txt
If you are going to open the .cpp files you need the source code, which is downloadable from sourceforge.net

HORQWER wrote on Fri, 19 October 2007 14:49how do u guys do those stuff

Skill

ummm. i dont now what and how search there... can you say me what exactly? or link to need prob?

also here so far... im still ned veh code (my infantry armor/helth dont switch to vehicle armor/health (if i got o like med)....)
Its very important (i ned prog to open dll or vehicle hud code only and them G?g!
its not ready ye... no time no creds no weapon polygons.

Subject: Re: Request HUD Scripts Code
Posted by nopol10 on Tue, 23 Oct 2007 08:30:26 GMT
View Forum Message <> Reply to Message

Texture replacements are crap but the HUD looks like it's coming on well.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Tue, 23 Oct 2007 08:39:46 GMT
View Forum Message <> Reply to Message

nopol10 wrote on Tue, 23 October 2007 03:30Texture replacements are crap but the HUD looks like it's coming on well.
go make better FFS??

Subject: Re: Request HUD Scripts Code
Posted by nopol10 on Tue, 23 Oct 2007 09:46:54 GMT
View Forum Message <> Reply to Message

I do not mean to criticise your work (I don't say that I'm any good at textures myself) but I am just stating what I think. The AGT puts me off.
As I said, the HUD is looking good and if you have missed the point of my previous post, good job.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Tue, 23 Oct 2007 10:31:47 GMT
View Forum Message <> Reply to Message

nopol10 wrote on Tue, 23 October 2007 04:46I do not mean to criticise your work (I don't say that I'm any good at textures myself) but I am just stating what I think. The AGT puts me off.
As I said, the HUD is looking good and if you have missed the point of my previous post, good job.

this hud its only 2 days of my work... when i get code get 1024-alpha blank i make sound beta hud lol....

Subject: Re: Request HUD Scripts Code
Posted by Di3HardNL on Tue, 23 Oct 2007 18:15:10 GMT
View Forum Message <> Reply to Message

nice work mate and I do like your textures, the other guys here are just jelos of you hud, so they say your textures are ugly

---

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Tue, 23 Oct 2007 20:57:37 GMT
View Forum Message <> Reply to Message

Di3HardNL wrote on Tue, 23 October 2007 13:15nice work mate and I do like your textures, the other guys here are just jelos of you hud, so they say your textures are ugly
Maaaaark
for all,Di3HardNL its the one who help me with it!

Subject: Re: Request HUD Scripts Code
Posted by Tunaman on Tue, 23 Oct 2007 21:53:29 GMT
View Forum Message <> Reply to Message

Why does your minimap look so bad? Maybe you should try to get some higher quality pictures >.< I'll send you mine but they aren't that good either, I won't give you the HUD I made so don't ask.. It's not mine to give.

Subject: Re: Request HUD Scripts Code
Posted by Sir Kane on Tue, 23 Oct 2007 22:00:40 GMT
View Forum Message <> Reply to Message

Check the other thread to see what mine look like. lol

Subject: Re: Request HUD Scripts Code
Posted by Starbuzz on Tue, 23 Oct 2007 22:02:24 GMT
View Forum Message <> Reply to Message

Delted.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Tue, 23 Oct 2007 22:04:04 GMT
View Forum Message <> Reply to Message

Tunaman wrote on Tue, 23 October 2007 16:53Why does your minimap look so bad? Maybe you should try to get some higher quality pictures >.< I'll send you mine but they aren't that good either, I won't give you the HUD I made so don't ask.. It's not mine to give.
im expect this.... np im just need veh scripts code its all

Subject: Re: Request HUD Scripts Code

Posted by Tunaman on Tue, 23 Oct 2007 22:07:32 GMT
View Forum Message <> Reply to Message

It's like three lines of code.. If that's all you want fixed, I can do it when I get home. Or I can just give you my own edited shaders.dll which supports reading all the map info from a single file, blinking lights, and I don't even remember what else..

Subject: Re: Request HUD Scripts Code
Posted by Starbuzz on Tue, 23 Oct 2007 22:11:32 GMT
View Forum Message <> Reply to Message

OOPs. So sorry.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Tue, 23 Oct 2007 22:12:31 GMT
View Forum Message <> Reply to Message

Tunaman wrote on Tue, 23 October 2007 17:07It's like three lines of code.. If that's all you want fixed, I can do it when I get home. Or I can just give you my own edited shaders.dll which supports reading all the map info from a single file, blinking lights, and I don't even remember what else..
O!.nice tuna.... but like i remember in last year when Non00bs forum still active,you not very do somethink for me....but im give out my skins lolo   :B
here my problem--> http://www.divshare.com/download/2436057-56f
i made this vid for His Divine Shadow lol.(for sir kane)
first look to havoc armor/healths them look to meds....when im inside

---

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Fri, 26 Oct 2007 10:56:18 GMT
View Forum Message <> Reply to Message

ok some update version..... all code work now veh/heals/tex/etc
now im need only maps overhead cos my LE crashed (im ask oblivion, he can make them)....
tell me which radar rims texture better this apb or old blue like His Divine Shadow's (sir kane's?) lOl?

Subject: Re: Request HUD Scripts Code
Posted by GsXr1400 on Fri, 26 Oct 2007 11:24:36 GMT
View Forum Message <> Reply to Message

looks good? i hope it dosent have radar hack like silent kanes?

---

is there ever goin to be a public version?

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Fri, 26 Oct 2007 11:40:25 GMT
View Forum Message <> Reply to Message

BartGg wrote on Fri, 26 October 2007 06:24looks good? i hope it dosent have radar hack like silent kanes?

is there ever goin to be a public version?
lol i can enable "everybodyisshown" serversided

Subject: Re: Request HUD Scripts Code
Posted by reborn on Fri, 26 Oct 2007 12:20:48 GMT
View Forum Message <> Reply to Message

Make a small movie in-game please driving around. Also, use the camera angles to to look around please. I want to see it working, and the mini map updating to your view aswell.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Fri, 26 Oct 2007 14:52:24 GMT
View Forum Message <> Reply to Message

reborn wrote on Fri, 26 October 2007 07:20Make a small movie in-game please driving around. Also, use the camera angles to to look around please. I want to see it working, and the mini map updating to your view aswell.
weeeellll i meybe can make vid of my full working sonar now! (nothink promes).....

and yes i got flashing bullet/devil health... (lol Jon say in bhs.txt what its impossible w00tz...Jonz!)
I NEED ONLY 8 OVERHEAD MAPS!

http://www.divshare.com/download/2512354-c1d
Download Original

Subject: Re: Request HUD Scripts Code
Posted by reborn on Fri, 26 Oct 2007 15:45:35 GMT
View Forum Message <> Reply to Message

Thankyou for making the video, but it says this:

Quote:The connection has timed out
The server at www.divshare.com is taking too long to respond.

* The site could be temporarily unavailable or too busy. Try again in a few
  moments.

* If you are unable to load any pages, check your computer's network
  connection.

* If your computer or network is protected by a firewall or proxy, make sure
  that Firefox is permitted to access the Web.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Fri, 26 Oct 2007 16:12:03 GMT
View Forum Message <> Reply to Message

reborn wrote on Fri, 26 October 2007 10:45Thankyou for making the video, but it says this:

Quote:The connection has timed out
The server at www.divshare.com is taking too long to respond.

* The site could be temporarily unavailable or too busy. Try again in a few
  moments.

* If you are unable to load any pages, check your computer's network
  connection.

* If your computer or network is protected by a firewall or proxy, make sure
  that Firefox is permitted to access the Web.

yes,damn site..... try sometimes in 5-10 min and you get it,its overloaded

---

Subject: Re: Request HUD Scripts Code
Posted by Starbuzz on Fri, 26 Oct 2007 16:27:00 GMT
View Forum Message <> Reply to Message

WOW! Awesome...the radar works with the camera changes.

Subject: Re: Request HUD Scripts Code
Posted by Sir Kane on Fri, 26 Oct 2007 16:55:57 GMT
View Forum Message <> Reply to Message

You have no idea what my radar will look like after the next major update (need to create some

---

tools before).

Subject: Re: Request HUD Scripts Code
Posted by Jerad2142 on Fri, 26 Oct 2007 17:34:19 GMT
View Forum Message <> Reply to Message

Sir Kane wrote on Fri, 26 October 2007 10:55You have no idea what my radar will look like after the next major update (need to create some tools before).
Update to your hud or are you also making another update to scripts.dll.

Subject: Re: Request HUD Scripts Code
Posted by danpaul88 on Fri, 26 Oct 2007 17:47:40 GMT
View Forum Message <> Reply to Message

Scrin, your textures are horrible. Seriously. They make me want to throw up just looking at them, what made you want to fuck up the games appearance THAT much? :S

Subject: Re: Request HUD Scripts Code
Posted by Sir Kane on Fri, 26 Oct 2007 18:19:06 GMT
View Forum Message <> Reply to Message

The radar. Also, my HUD does NOT relate to anything scripts.dll shit at all.

Subject: Re: Request HUD Scripts Code
Posted by Starbuzz on Fri, 26 Oct 2007 20:40:40 GMT
View Forum Message <> Reply to Message

danpaul88 wrote on Fri, 26 October 2007 12:47Scrin, your textures are horrible. Seriously. They make me want to throw up just looking at them, what made you want to fuck up the games appearance THAT much? :S

Everyone has their own taste. If Scrin's textures make you want to throw up, then you will surely DIE looking at my textures. LMAO...lol

---

Subject: Re: Request HUD Scripts Code
Posted by Matix101 on Fri, 26 Oct 2007 20:43:32 GMT
View Forum Message <> Reply to Message

Speaking of Scrin/Scrinoid, I have a screenshot of him in my server admitting to double damage.

File Attachments
1) scrincheets.jpg, downloaded 1066 times

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Fri, 26 Oct 2007 20:43:46 GMT

Sir Kane wrote on Fri, 26 October 2007 14:19The radar. Also, my HUD does NOT relate to anything scripts.dll shit at all.
say me them what you use?

Subject: Re: Request HUD Scripts Code
Posted by Tunaman on Fri, 26 Oct 2007 21:44:07 GMT

Scrin wrote on Fri, 26 October 2007 10:52reborn wrote on Fri, 26 October 2007 07:20Make a small movie in-game please driving around. Also, use the camera angles to to look around please. I want to see it working, and the mini map updating to your view aswell.
weeeellll i meybe can make vid of my full working sonar now! (nothink promes).....

and yes i got flashing bullet/devil health... (lol Jon say in bhs.txt what its impossible w00tz...Jonz!)
I NEED ONLY 8 OVERHEAD MAPS!

http://www.divshare.com/download/2512354-c1d
Download Original

How did you manage to get the health to flash? And could you pm me your msn please? I have a few overhead maps, but its much much easier to catch me on msn than it is for me to help on forums.

Subject: Re: Request HUD Scripts Code
Posted by Renx on Fri, 26 Oct 2007 22:04:08 GMT

BartGg wrote on Fri, 26 October 2007 08:24looks good? i hope it dosent have radar hack like silent kanes?

is there ever goin to be a public version?

It doesn't have a radar hack...that was an early build.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Sat, 27 Oct 2007 08:03:54 GMT

Tunaman wrote on Fri, 26 October 2007 17:44Scrin wrote on Fri, 26 October 2007 10:52reborn wrote on Fri, 26 October 2007 07:20Make a small movie in-game please driving around. Also, use

---

the camera angles to to look around please. I want to see it working, and the mini map updating to your view aswell.
weeeellll i meybe can make vid of my full working sonar now! (nothink promes).....

and yes i got flashing bullet/devil health... (lol Jon say in bhs.txt what its impossible w00tz...Jonz!)
I NEED ONLY 8 OVERHEAD MAPS!

http://www.divshare.com/download/2512354-c1d
Download Original

How did you manage to get the health to flash? And could you pm me your msn please? I have a few overhead maps, but its much much easier to catch me on msn than it is for me to help on forums.
o nice tuna but i havent msn (dont want buy new pc if windows crashed again after this damn msn install....)
lets pm? you give overheads i give you code to flash? also i enable ''bullet' icon flashing when you firing tuning :PPP

Subject: Re: Request HUD Scripts Code
Posted by Tunaman on Sat, 27 Oct 2007 09:06:55 GMT
View Forum Message <> Reply to Message

Scrin wrote on Sat, 27 October 2007 04:03
o nice tuna but i havent msn (dont want buy new pc if windows crashed again after this damn msn install....)
lets pm? you give overheads i give you code to flash? also i enable ''bullet' icon flashing when you firing tuning :PPP
I already have code to make the health/armor bars/numbers flash and anything else I want to flash as well. I was just curious how you managed to do it since you don't know how to edit shaders.dll.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Sat, 27 Oct 2007 09:23:57 GMT
View Forum Message <> Reply to Message

Scrin wrote on Sat, 27 October 2007 03:03Tunaman wrote on Fri, 26 October 2007 17:44Scrin wrote on Fri, 26 October 2007 10:52reborn wrote on Fri, 26 October 2007 07:20Make a small movie in-game please driving around. Also, use the camera angles to to look around please. I want to see it working, and the mini map updating to your view aswell.
weeeellll i meybe can make vid of my full working sonar now! (nothink promes).....

and yes i got flashing bullet/devil health... (lol Jon say in bhs.txt what its impossible w00tz...Jonz!)
I NEED ONLY 8 OVERHEAD MAPS!

How did you manage to get the health to flash? And could you pm me your msn please? I have a few overhead maps, but its much much easier to catch me on msn than it is for me to help on forums.
o nice tuna but i havent msn (dont want buy new pc if windows crashed again after this damn msn install....)
lets pm? you give overheads i give you code to flash? also i enable "bullet' icon flashing when you firing tuning :PPP

Subject: Re: Request HUD Scripts Code
Posted by Try_lee on Sat, 27 Oct 2007 12:57:28 GMT
View Forum Message <> Reply to Message

Matix101 wrote on Fri, 26 October 2007 15:43Speaking of Scrin/Scrinoid, I have a screenshot of him in my server admitting to double damage.

So as well as having possibly THE worst looking game ever, he also cheats? Awesome!

Subject: Re: Request HUD Scripts Code
Posted by Matix101 on Sat, 27 Oct 2007 14:13:50 GMT
View Forum Message <> Reply to Message

Matix101 wrote on Fri, 26 October 2007 15:43Speaking of Scrin/Scrinoid, I have a screenshot of him in my server admitting to double damage.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Sat, 27 Oct 2007 14:44:01 GMT
View Forum Message <> Reply to Message

ok i got all stuff now just some alpha update needed: closed

Subject: Re: Request HUD Scripts Code
Posted by Matix101 on Sat, 27 Oct 2007 15:13:35 GMT
View Forum Message <> Reply to Message

Stop avoiding the fact n00b: Your a cheater!

Subject: Re: Request HUD Scripts Code
Posted by Ethenal on Sat, 27 Oct 2007 15:31:58 GMT
View Forum Message <> Reply to Message

The fact that he cheats does not give you the place to start spamming his topic. Quit being immature.

Subject: Re: Request HUD Scripts Code
Posted by reborn on Sat, 27 Oct 2007 16:37:16 GMT
View Forum Message <> Reply to Message

I'm glad he did. That was in an MP-Gaming server.

Subject: Re: Request HUD Scripts Code
Posted by Ethenal on Sat, 27 Oct 2007 16:42:06 GMT
View Forum Message <> Reply to Message

It's fine to say it once, but to spam it is just retarded.

Subject: Re: Request HUD Scripts Code
Posted by Matix101 on Sat, 27 Oct 2007 20:29:03 GMT
View Forum Message <> Reply to Message

Actually it was in my server, but yeah, ban him..

Subject: Re: Request HUD Scripts Code
Posted by Dreganius on Sun, 28 Oct 2007 09:01:28 GMT
View Forum Message <> Reply to Message

You know what?

I don't care if he cheats or not, if he makes the Radar...

Subject: Re: Request HUD Scripts Code

Posted by mrÃ£Ã§Ä·z   on Sun, 28 Oct 2007 13:45:16 GMT
View Forum Message <> Reply to Message

yea

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Sun, 28 Oct 2007 14:38:43 GMT
View Forum Message <> Reply to Message

ok i can repeat (it was somewhere here posted)
after 5 years playing ren, i MEYBE ATLEAST CAN LITTLE CHEAT???
(umm well,in coop server only sometimes now) so its gg
and about this stealth-coop server... lolz i first time saw them 10 days ago....
and this server same as all old preveous. m02-apache m04-prisons... lol
so if you redone whole m coop maps them its cool...

Subject: Re: Request HUD Scripts Code
Posted by Ghostshaw on Sun, 28 Oct 2007 15:08:56 GMT
View Forum Message <> Reply to Message

Thanks for admitting, anybody got some IP's/nicks on him?

-Ghost-

Subject: Re: Request HUD Scripts Code
Posted by Ethenal on Sun, 28 Oct 2007 22:22:30 GMT
View Forum Message <> Reply to Message

(@phpRenBot) [50/50|57SFPS|Complex] scrin: (80.240.220.125) 14/Mar/07
(@phpRenBot) [50/50|57SFPS|Complex] scrinoid: (80.240.220.125) 13/Mar/07

That is from March though, so I don't know if uses those same IPs now.

Subject: Re: Request HUD Scripts Code
Posted by Tunaman on Sun, 28 Oct 2007 22:27:38 GMT
View Forum Message <> Reply to Message

Why would you cheat in a coop game? Why didn't you just go play in MP practice lol?

Subject: Re: Request HUD Scripts Code

Posted by Scrin on Sun, 28 Oct 2007 22:57:29 GMT
View Forum Message <> Reply to Message

Tunaman wrote on Sun, 28 October 2007 16:27Why would you cheat in a coop game? Why didn't you just go play in MP practice lol?
ty for maps m8
need only glacier pls

Subject: Re: Request HUD Scripts Code
Posted by Dreganius on Mon, 29 Oct 2007 09:59:01 GMT
View Forum Message <> Reply to Message

sigh

Renalpha he said he cheated only once before.
no need to ban him -.-

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Mon, 29 Oct 2007 10:55:23 GMT
View Forum Message <> Reply to Message

renalpha wrote on Mon, 29 October 2007 04:40he said he does in coop
its not allowed not even coop we run coop so i have to ban him..
i got 3 pc,3 diffirent ip and about 21 wol nicks (same since red lert 1,wwchat) so if i want to pwning you i will do it ok?

Subject: Re: Request HUD Scripts Code
Posted by Sir Kane on Mon, 29 Oct 2007 11:33:54 GMT
View Forum Message <> Reply to Message

I'm sure you just made a lot of new friends.

Subject: Re: Request HUD Scripts Code
Posted by Ghostshaw on Mon, 29 Oct 2007 11:35:27 GMT
View Forum Message <> Reply to Message

Wanna bet that me banning one IP takes less time then you switching PC?

-Ghost-

Subject: Re: Request HUD Scripts Code
Posted by danpaul88 on Mon, 29 Oct 2007 11:41:20 GMT
View Forum Message <> Reply to Message

Funny, your IP looks very static to me... it's been the same for at least 6 months

---

Subject: Re: Request HUD Scripts Code
Posted by Hex on Mon, 29 Oct 2007 12:02:37 GMT
View Forum Message <> Reply to Message

IPSec 80.240.*.* ftw

Subject: Re: Request HUD Scripts Code
Posted by Kytten9 on Mon, 29 Oct 2007 12:44:34 GMT
View Forum Message <> Reply to Message

Dreganius wrote on Mon, 29 October 2007 09:59*sigh*

Renalpha he said he cheated only once before.
no need to ban him -.-

That makes about as much sense as "Your honor, the defendant said he only killed once before,
no need to throw him in jail"

Fucking tards.

Subject: Re: Request HUD Scripts Code
Posted by IronWarrior on Mon, 29 Oct 2007 13:35:07 GMT
View Forum Message <> Reply to Message

Sir Kane wrote on Mon, 29 October 2007 05:33I'm sure you just made a lot of new friends.

LOL

This is from one of the FnFalls AOW servers.

Quote: [14-03-2007 04:11:14am] Scrinoid@80.240.220.125 -> By: CloudyServ -> [BIATCH]
Damage: 2500.000000; Warhead: 3.
 [14-03-2007 04:13:43am] Scrin@80.240.220.125 -> By: CloudyServ -> [BIATCH] Damage:
2500.000000; Warhead: 3. (IP associated with Scrinoid)

Subject: Re: Request HUD Scripts Code
Posted by reborn on Mon, 29 Oct 2007 15:15:24 GMT
View Forum Message <> Reply to Message

Scrin wrote on Sun, 28 October 2007 09:38ok i can repeat (it was somewhere here posted)
after 5 years playing ren, i MEYBE ATLEAST CAN LITTLE CHEAT???
(umm well,in coop server only sometimes now) so its gg
and about this stealth-coop server... lolz i first time saw them 10 days ago....
and this server same as all old preveous. m02-apache m04-prisons... lol
so if you redone whole m coop maps them its cool...

Scrin wrote on Mon, 29 October 2007 05:55renalpha wrote on Mon, 29 October 2007 04:40he
said he does in coop
its not allowed not even coop we run coop so i have to ban him..
i got 3 pc,3 diffirent ip and about 21 wol nicks (same since red lert 1,wwchat) so if i want to pwning
you i will do it ok?

Nice.

Subject: Re: Request HUD Scripts Code
Posted by Matix101 on Mon, 29 Oct 2007 19:44:03 GMT
View Forum Message <> Reply to Message

Scrin wrote on Sun, 28 October 2007 08:38ok i can repeat (it was somewhere here posted)
after 5 years playing ren, i MEYBE ATLEAST CAN LITTLE CHEAT???
(umm well,in coop server only sometimes now) so its gg
and about this stealth-coop server... lolz i first time saw them 10 days ago....
and this server same as all old preveous. m02-apache m04-prisons... lol
so if you redone whole m coop maps them its cool...

Have you considered cheating in single player and not getting caught and being stupid playing
multiplayer? LOL!

Meh, you were caught in other non co-op servers, so you got gg'd.

Subject: Re: Request HUD Scripts Code
Posted by BlueThen on Mon, 29 Oct 2007 19:58:06 GMT
View Forum Message <> Reply to Message

Dreganius wrote on Mon, 29 October 2007 04:59*sigh*

Renalpha he said he cheated only once before.
no need to ban him -.-
Idiot.

Once is enough. There's no exception.

Subject: Re: Request HUD Scripts Code
Posted by Tunaman on Mon, 29 Oct 2007 21:25:04 GMT
View Forum Message <> Reply to Message

Scrin, y u dum?

Subject: Re: Request HUD Scripts Code
Posted by IronWarrior on Mon, 29 Oct 2007 21:47:57 GMT
View Forum Message <> Reply to Message

Indeed.

Subject: Re: Request HUD Scripts Code
Posted by Starbuzz on Mon, 29 Oct 2007 22:23:56 GMT
View Forum Message <> Reply to Message

BlueThen wrote on Mon, 29 October 2007 13:58Dreganius wrote on Mon, 29 October 2007 04:59*sigh*

Renalpha he said he cheated only once before.
no need to ban him -.-
Idiot.

Once is enough. There's no exception.

And how many times did you cheat? ROFL

Subject: Re: Request HUD Scripts Code
Posted by Ethenal on Mon, 29 Oct 2007 22:24:35 GMT
View Forum Message <> Reply to Message

He only cheated once, he won't do it again.
LOL.

Subject: Re: Request HUD Scripts Code
Posted by Sir Kane on Mon, 29 Oct 2007 22:47:19 GMT
View Forum Message <> Reply to Message

Tunaman wrote on Mon, 29 October 2007 16:25Scrin, y u dum?
Question of the week.

Subject: Re: Request HUD Scripts Code
Posted by Scrin on Mon, 29 Oct 2007 22:48:25 GMT
View Forum Message <> Reply to Message

Matix101 wrote on Mon, 29 October 2007 13:44Scrin wrote on Sun, 28 October 2007 08:38ok i
can repeat (it was somewhere here posted)
after 5 years playing ren, i MEYBE ATLEAST CAN LITTLE CHEAT???
(umm well,in coop server only sometimes now) so its gg
and about this stealth-coop server... lolz i first time saw them 10 days ago....
and this server same as all old preveous. m02-apache m04-prisons... lol
so if you redone whole m coop maps them its cool...

Have you considered cheating in single player and not getting caught and being stupid playing
multiplayer? LOL!

Meh, you were caught in other non co-op servers, so you got gg'd.
i removed damned singleplayer and all that stuff 100 years ago to save hd size and to kill lags.....
i dont put skins/.dds ,w3d files in red/data folder like nub,i every time create new alwase.dat so its
gg to...
now stfu about cheap servers
and why the heck some one from boss's team not lock it?
and i want to say thanks to tunaman!! wtf?
and im going to sleep,burn all!1

Subject: Re: Request HUD Scripts Code
Posted by Matix101 on Mon, 29 Oct 2007 23:21:31 GMT
View Forum Message <> Reply to Message

Your a cheater, you don't speak proper English and you can't appeal to your cheating case
because of that. You fail.

u r retired

Subject: Re: Request HUD Scripts Code
Posted by reborn on Mon, 29 Oct 2007 23:48:30 GMT
View Forum Message <> Reply to Message

shut the fuck off ur eyes scrin!

Subject: Re: Request HUD Scripts Code
Posted by Sir Kane on Mon, 29 Oct 2007 23:48:50 GMT

Matix101 wrote on Mon, 29 October 2007 17:21Your a cheater, you don't speak proper English and you can't appeal to your cheating case because of that. You fail.

u r retired
lol at this one.

Subject: Re: Request HUD Scripts Code
Posted by Ethenal on Mon, 29 Oct 2007 23:54:37 GMT

Sir Kane wrote on Mon, 29 October 2007 18:48Matix101 wrote on Mon, 29 October 2007 17:21Your a cheater, you don't speak proper English and you can't appeal to your cheating case because of that. You fail.

u r retired
lol at this one.

Owned.