Subject: Faction HUDs
Posted by Poskov on Sat, 19 Apr 2008 02:03:56 GMT
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how do you make each side have it's own hud like reborn?

(Nod has red, GDI has silver)

Subject: Re: Faction HUDs
Posted by EA-DamageEverything on Sat, 19 Apr 2008 15:35:56 GMT
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I don't think that this is possible. Because if it would, someone would have created team HUDs years ago.

Subject: Re: Faction HUDs
Posted by _SSnipe_ on Sat, 19 Apr 2008 15:46:37 GMT
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maybe they can still crate a script? its an idea.

Subject: Re: Faction HUDs
Posted by IAmFenix on Mon, 21 Apr 2008 15:30:21 GMT
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It can be done, you just need to modify each faction character.
It would also have to be in .pkg format.

Subject: Re: Faction HUDs
Posted by The Executor on Wed, 23 Apr 2008 17:34:09 GMT
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 so like instead of the main hud, cnc_hud.dds there would be like a team hud attached to each nod and gdi character? Like cnc_hud_nod.dds and cnc_hud_gdi.dds? that is possible with a JFW script. Something like JFW_Set_Player_Hud or something like that.

Subject: Re: Faction HUDs
Posted by HeavyX101- Left on Wed, 23 Apr 2008 22:20:41 GMT
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reborn team have already done it   u might want to ask them

Subject: Re: Faction HUDs
Posted by EA-DamageEverything on Thu, 24 Apr 2008 10:48:20 GMT
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HeavyX101 wrote on Thu, 24 April 2008 00:20reborn team have already done it   u might want to ask them You haven't read the first post, did you?

Subject: Re: Faction HUDs
Posted by HeavyX101- Left on Thu, 24 Apr 2008 10:59:57 GMT
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he edited it after i posted it
so dont blame me for that

Subject: Re: Faction HUDs
Posted by EA-DamageEverything on Thu, 24 Apr 2008 11:14:05 GMT
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Ups, damnit. I am sorry, now I didn't recognize the EDIT...

Subject: Re: Faction HUDs
Posted by The Executor on Thu, 24 Apr 2008 16:32:53 GMT
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 I see, well like it was said earlier. Just attach a script to all the diffrent teamed solider and then there correct hud.

However is still seems like a lot of work for just a simple HUD change.

Subject: Re: Faction HUDs
Posted by Samous Mods on Thu, 24 Apr 2008 17:17:26 GMT
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The Executor wrote on Thu, 24 April 2008 12:32 I see, well like it was said earlier. Just attach a script to all the diffrent teamed solider and then there correct hud.

However is still seems like a lot of work for just a simple HUD change.

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also same thing need to do to get diffirent autorifles for nod and gdi ....

Subject: Re: Faction HUDs
Posted by jnz on Thu, 24 Apr 2008 17:24:23 GMT
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It can be done with a small edit to scripts.dll

Subject: Re: Faction HUDs
Posted by _SSnipe_ on Thu, 24 Apr 2008 17:42:37 GMT
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RoShamBo wrote on Thu, 24 April 2008 10:24It can be done with a small edit to scripts.dll
how so? can it be done client side? for i can go to servers and have it like that and only me....if so
tell me how id love it..

Subject: Re: Faction HUDs
Posted by jnz on Thu, 24 Apr 2008 17:53:03 GMT
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well, it's easily possible to change the hud.ini it reads from depending on team. not sure if you can
update the hud itself easily though.

Subject: Re: Faction HUDs
Posted by The Executor on Thu, 24 Apr 2008 19:52:07 GMT
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E3 Beta M01.mix wrote on Thu, 24 April 2008 12:17The Executor wrote on Thu, 24 April 2008
12:32 I see, well like it was said earlier. Just attach a script to all the diffrent teamed solider and
then there correct hud.

However is still seems like a lot of work for just a simple HUD change.
also same thing need to do to get diffirent autorifles for nod and gdi ....

No, not the same way. You enter the weapon for the character, in this case the type of autorifle, in
the "WeaponDefID" field on the setting tab or the unit or character.

In this case it is a medium tank, but still the same principle. The weapon (Ammo for a vech) goes
in the weapon field.

File Attachments

1) MRLS_Rotatable_Turret_Med_Tank_Sett.png, downloaded 205 times