Subject: {Request}
Posted by anant on Wed, 10 Jun 2009 23:28:48 GMT
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Could I get a nice, clean GPS hud for a resoltion of: 136x786 please?
Thanks

Subject: Re: {Request}
Posted by u6795 on Wed, 10 Jun 2009 23:44:24 GMT
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anant wrote on Wed, 10 June 2009 19:28Could I get a nice, clean GPS hud for a resoltion of:
136x786 please?
Thanks
What the fuck are you playing Renegade on? A cell phone?

Subject: Re: {Request}
Posted by resistor1 on Thu, 11 Jun 2009 00:04:19 GMT
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LOL

Subject: Re: {Request}
Posted by _SSnipe_ on Thu, 11 Jun 2009 00:36:14 GMT
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anant wrote on Wed, 10 June 2009 16:28Could I get a nice, clean GPS hud for a resoltion of:
136x786 please?
Thanks
I hope I see a type

Subject: Re: {Request}
Posted by Altzan on Thu, 11 Jun 2009 02:31:39 GMT
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Must be a tall cell phone.

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File Attachments
1) 6.bmp, downloaded 352 times

Subject: Re: {Request}
Posted by nopol10 on Thu, 11 Jun 2009 02:38:13 GMT
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I think he means 1366 x 768, which is the resolution for HD-Ready TVs.

Subject: Re: {Request}
Posted by slosha on Thu, 11 Jun 2009 02:43:46 GMT
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just get deathlink's hud.. andr3w's fix is resolution independent.

Subject: Re: {Request}
Posted by dr3w2 on Thu, 11 Jun 2009 03:16:43 GMT
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2GLOCK9S wrote on Wed, 10 June 2009 21:43just get deathlink's hud.. andr3w's fix is resolution independent.
Actually I never fixed the resolution independent, someone else did (possibly deathlink?) (all it does is look for a negative value then offset it from the resolution width anyways) . My version made it work with renguard, and I released a packaged version with some other minor releases such as saberhawks notifications... also with my changes to hud.ini in terms of styling

Subject: Re: {Request}
Posted by anant on Thu, 11 Jun 2009 03:47:48 GMT
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LOOOL
i ment   1360x768

Subject: Re: {Request}
Posted by ErroR on Thu, 11 Jun 2009 08:55:53 GMT
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i lol'd

Subject: Re: {Request}
Posted by Altzan on Thu, 11 Jun 2009 14:34:27 GMT
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I was hoping that was a mistype

Subject: Re: {Request}
Posted by slosha on Thu, 11 Jun 2009 18:58:15 GMT
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andr3w282 wrote on Wed, 10 June 2009 22:162GLOCK9S wrote on Wed, 10 June 2009 21:43just get deathlink's hud.. andr3w's fix is resolution independent.
Actually I never fixed the resolution independent, someone else did (possibly deathlink?) (all it does is look for a negative value then offset it from the resolution width anyways) . My version made it work with renguard, and I released a packaged version with some other minor releases such as saberhawks notifications... also with my changes to hud.ini in terms of styling
oooh... i see