
Subject: Veh names at hud
Posted by [crysis992](#) on Thu, 06 Aug 2009 00:25:29 GMT
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Hey guys,

i need again help with my hud:
<http://i244.photobucket.com/albums/gg40/crysis992/hudquestion.jpg>

Atm there is only the name "Vehicle" but i want that there display the Current Vehicle name
If im in a apc that therrre is "APC" or if im in a buggy that there stand "Nod buggy" or something
like that.

Can someone help me pls?

Subject: Re: Veh names at hud
Posted by [dr3w2](#) on Thu, 06 Aug 2009 01:41:38 GMT
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```
GameObject *obj = Get_Vehicle_Return((GameObject *)(*TheStar)->obj);  
char veh[250];  
sprintf(veh,"%s",Get_Translated_Preset_Name(obj));
```

That should work. Haven't tested it.
It should output the vehicle name OR the actual preset name like gdi_minigunner into the char
array veh. I'm sure there's probably a better or more specific way to do it ...

Subject: Re: Veh names at hud
Posted by [ErroR](#) on Thu, 06 Aug 2009 16:49:05 GMT
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where do you get all these hud graphics
offtop

Subject: Re: Veh names at hud
Posted by [LeeumDee](#) on Thu, 06 Aug 2009 21:22:05 GMT
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That hud does have some nice graphics on it. Good job

Subject: Re: Veh names at hud
Posted by [Starbuzz](#) on Fri, 07 Aug 2009 01:42:03 GMT
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You can get the HUD from his site. It is really cool.
