Subject: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by cAmpa on Sun, 09 Aug 2009 21:54:50 GMT
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I just release it to show crysis how retarded it is to share other peoples work.

Enjoy or not, not sure about this point because the copy is really cheap.

The rar archive has a 1280x1024 and a 1024x768 version.

Download
http://campa.ren-com.de/RenegadeX.zip

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by anant on Sun, 09 Aug 2009 22:15:48 GMT
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whoa, your a dick.
shall i release yours?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by JsxKeule on Sun, 09 Aug 2009 22:29:13 GMT
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are the building bars included??

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by anant on Sun, 09 Aug 2009 22:30:52 GMT
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no they are not there, i can release those too if i want. why would u do this?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by jnz on Sun, 09 Aug 2009 22:31:35 GMT
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anant wrote on Sun, 09 August 2009 23:30no they are not there, i can release those too if i want.
why would u do this?

Go ahead then, stop trying to show off your cock.

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Reaver11 on Sun, 09 Aug 2009 22:33:01 GMT
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JsxKeule wrote on Sun, 09 August 2009 17:29are the building bars included??

Welcome back JsxKeule

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Kimb on Sun, 09 Aug 2009 22:55:59 GMT
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NICE!

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by DeathC200 on Sun, 09 Aug 2009 22:56:10 GMT
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if the building bars are going to be uploaded im sold xD !!

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Kimb on Sun, 09 Aug 2009 23:01:07 GMT
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NestGeneral wrote on Sun, 09 August 2009 17:56if the building bars are going to be uploaded im sold xD !!
yeah, i miss the BB too =(but it still looks awesome

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by LeeumDee on Sun, 09 Aug 2009 23:10:00 GMT
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There's a popular saying that applies here.
Like flies around shit

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Hugh72 on Sun, 09 Aug 2009 23:16:34 GMT
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I loved it buildings bars cos look pretty cool but i dunno how to do with it with file hud.in

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Kimb on Sun, 09 Aug 2009 23:17:48 GMT
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Hugh72 wrote on Sun, 09 August 2009 18:16I loved it buildings bars cos look pretty cool but i dunno how to do with it with file hud.in
EnableBuildings=true

AgtBarColorCount=3
BarrBarColorCount=3
WfBarColorCount=3
GdiRefBarColorCount=3
GdiPpBarColorCount=3
GdiHarvBarColorCount=3

ObiBarColorCount=3
HonBarColorCount=3
AirBarColorCount=3
NodRefBarColorCount=3
NodPpBarColorCount=3
NodHarvBarColorCount=3
looks like the settings, but i dont get it to show ingame =(

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by crysis992 on Sun, 09 Aug 2009 23:24:55 GMT
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HavocWars wrote on Sun, 09 August 2009 18:17Hugh72 wrote on Sun, 09 August 2009 18:16I
loved it buildings bars cos look pretty cool but i dunno how to do with it with file hud.in
EnableBuildings=true

AgtBarColorCount=3
BarrBarColorCount=3
WfBarColorCount=3
GdiRefBarColorCount=3
GdiPpBarColorCount=3
GdiHarvBarColorCount=3

ObiBarColorCount=3
HonBarColorCount=3

AirBarColorCount=3
NodRefBarColorCount=3
NodPpBarColorCount=3
NodHarvBarColorCount=3
looks like the settings, but i dont get it to show ingame =(

Yes thats are a part of the settings, but your shaders.dll does not support the buildingbars so this is useless for you.

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Shinja on Sun, 09 Aug 2009 23:26:44 GMT
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Stop the bitching. you 2 are just like little kids

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Kimb on Sun, 09 Aug 2009 23:29:40 GMT
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may i have the shader-dll file?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Hugh72 on Mon, 10 Aug 2009 00:02:58 GMT
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do i need a grpahic card support for shaders?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Kimb on Mon, 10 Aug 2009 00:09:24 GMT
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Hugh72 wrote on Sun, 09 August 2009 19:02do i need a grpahic card support for shaders?
no, cause as far as i know shaders.dll is a part of the 3.4.4 script and the one hes talking about is a modified shaders.dll file, and has nothing to do with shaders support i think, by the way, what graphic card you got? and do you have script 3.4.4?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Hugh72 on Mon, 10 Aug 2009 00:20:19 GMT
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HavocWars wrote on Sun, 09 August 2009 20:09Hugh72 wrote on Sun, 09 August 2009 19:02do i need a grpahic card support for shaders?
no, cause as far as i know shaders.dll is a part of the 3.4.4 script and the one hes talking about is a modified shaders.dll file, and has nothing to do with shaders support i think, by the way, what graphic card you got? and do you have script 3.4.4?
NVIDIA GeForce 512mb 8500 GT DDR2 also i got script 3.4.4

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Kimb on Mon, 10 Aug 2009 00:24:44 GMT
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Hugh72 wrote on Sun, 09 August 2009 19:20HavocWars wrote on Sun, 09 August 2009 20:09Hugh72 wrote on Sun, 09 August 2009 19:02do i need a grpahic card support for shaders?
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the nvidia 8400 support shaders (im using it now), so the 8500 is 99% to do, also you can turn shaders on/off ingame in the BHS.DLL menu option

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Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Hugh72 on Mon, 10 Aug 2009 00:50:22 GMT
View Forum Message <> Reply to Message

HavocWars wrote on Sun, 09 August 2009 19:24Hugh72 wrote on Sun, 09 August 2009 19:20HavocWars wrote on Sun, 09 August 2009 20:09Hugh72 wrote on Sun, 09 August 2009 19:02do i need a grpahic card support for shaders?
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ok i got shaders bright white in game but not B-B shown on screen... look like there is nothing i can do with it. unless someone know better than me.

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Kimb on Mon, 10 Aug 2009 01:28:18 GMT
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Hugh72 wrote on Sun, 09 August 2009 19:50HavocWars wrote on Sun, 09 August 2009 19:24Hugh72 wrote on Sun, 09 August 2009 19:20HavocWars wrote on Sun, 09 August 2009 20:09Hugh72 wrote on Sun, 09 August 2009 19:02do i need a grpahic card support for shaders?

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ok i got shaders bright white in game but not B-B shown on screen... look like there is nothing i can do with it. unless someone know better than me.

B-B as in building bars?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Hugh72 on Mon, 10 Aug 2009 01:51:57 GMT
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HavocWars wrote on Sun, 09 August 2009 20:28Hugh72 wrote on Sun, 09 August 2009 19:50HavocWars wrote on Sun, 09 August 2009 19:24Hugh72 wrote on Sun, 09 August 2009 19:20HavocWars wrote on Sun, 09 August 2009 20:09Hugh72 wrote on Sun, 09 August 2009 19:02do i need a grpahic card support for shaders?
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ok i got shaders bright white in game but not B-B shown on screen... look like there is nothing i can do with it. unless someone know better than me.

B-B as in building bars?
yes

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by YazooGang on Mon, 10 Aug 2009 02:06:57 GMT
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anant wrote on Sun, 09 August 2009 17:15whoa, your a dick.
shall i release yours?
You mean your better?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by dr3w2 on Mon, 10 Aug 2009 02:36:30 GMT
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crysis992 wrote on Sun, 09 August 2009 18:24HavocWars wrote on Sun, 09 August 2009 18:17Hugh72 wrote on Sun, 09 August 2009 18:16I loved it buildings bars cos look pretty cool but i dunno how to do with it with file hud.in
EnableBuildings=true

AgtBarColorCount=3
BarrBarColorCount=3
WfBarColorCount=3
GdiRefBarColorCount=3
GdiPpBarColorCount=3
GdiHarvBarColorCount=3

ObiBarColorCount=3
HonBarColorCount=3
AirBarColorCount=3
NodRefBarColorCount=3
NodPpBarColorCount=3
NodHarvBarColorCount=3
looks like the settings, but i dont get it to show ingame =(

Yes thats are a part of the settings, but your shaders.dll does not support the buildingbars so this is useless for you.

pfttt
Toggle Spoiler
[BuildingInfo]

;global
Enabled=true
HealthColorCount=3
InvertX=false
InvertY=true
InvertOutput=false
Key=116
KeyOn=true

Text_Render=true
Text_Font=font6x8.tga

Bars_Render=true
Bars_Texture=d6hud.tga
Bars_Texture.Top=462
Bars_Texture.Left=493
Bars_Texture.Bottom=466
Bars_Texture.Right=514
Bars_Length=200

;Background_Texture=

Background_Texture.X=5
Background_Texture.Y=-200
Background_Texture.Left=162
ackground_Texture.Top=0
Background_Texture.Right=218
Background_Texture.Bottom=110

;VERTICLE2 - RIGHT SIDE:
;--------------------
Bars_XPos=-65
Bars_YPos=-168
Bars_XSpacing=0
Bars_YSpacing=10
;--
Text_XPos=-40
Text_YPos=-170
Text_XSpacing=0
Text_YSpacing=10
;-------------------

;===================================
[BuildingHealthColor0]
Value=30
Red=170
Green=0
Blue=0
Alpha=180
;===================================
[BuildingHealthColor1]
Value=65
Red=170
Green=170
Blue=0
Alpha=180
;===================================
[BuildingHealthColor2]
Value=100
Red=0
Green=170
Blue=0
Alpha=180
;===================================
[GdiColor]
Red=255
Green=255
Blue=0
Alpha=200
;===================================

```
[NodColor]
Red=255
Green=0
Blue=0
Alpha=200
;==================================
[NeutralColor]
Red=128
Green=128
Blue=128
Alpha=200
;==================================
[DeadColor]
Red=90
Green=90
Blue=90
Alpha=200
;==================================
```

I'm considering releasing the source code but I think goztow would delete the thread (since it borderlines cheating in the minds of many people) Goztow can you confirm this ?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Goztow on Mon, 10 Aug 2009 06:53:07 GMT
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If you don't want it to be released by anyone, then don't give it to anyone... I know there was a precedent that says the contrary when the reborn alpha was leaked, but IMO that situation merited a different approach.

And yes, andrew, I confirm (see PM).

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by JsxKeule on Mon, 10 Aug 2009 08:24:11 GMT
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Reaver11 wrote on Mon, 10 August 2009 00:33JsxKeule wrote on Sun, 09 August 2009 17:29are the building bars included??

Welcome back JsxKeule

im not back
like i said in the topic

i will be here in forums and look whats going on

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Xena on Mon, 10 Aug 2009 08:32:26 GMT
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my guess is that something's wrong.. but what?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by pe21789 on Mon, 10 Aug 2009 09:37:39 GMT
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1. u need the map overviews.

U can download it on Deathlink's Website

2. And the Hud.ini have a little bug in it.

try this one:

File Attachments
1) hud.ini, downloaded 116 times

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Goztow on Mon, 10 Aug 2009 09:53:31 GMT
View Forum Message <> Reply to Message

Boxxy wrote on Mon, 10 August 2009 10:32
my guess is that something's wrong.. but what?
The bloom, to start with...

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Kimb on Mon, 10 Aug 2009 10:04:22 GMT
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Hugh72 wrote on Sun, 09 August 2009 20:51HavocWars wrote on Sun, 09 August 2009
20:28Hugh72 wrote on Sun, 09 August 2009 19:50HavocWars wrote on Sun, 09 August 2009
19:24Hugh72 wrote on Sun, 09 August 2009 19:20HavocWars wrote on Sun, 09 August 2009

20:09Hugh72 wrote on Sun, 09 August 2009 19:02do i need a grpahic card support for shaders? no, cause as far as i know shaders.dll is a part of the 3.4.4 script and the one hes talking about is a modified shaders.dll file, and has nothing to do with shaders support i think, by the way, what graphic card you got? and do you have script 3.4.4?

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the nvidia 8400 support shaders (im using it now), so the 8500 is 99% to do, also you can turn shaders on/off ingame in the BHS.DLL menu option

ok i got shaders bright white in game but not B-B shown on screen... look like there is nothing i can do with it. unless someone know better than me.

B-B as in building bars?
yes

we cant get it to display BB since they havent released the shaders.dll we need to make them appear, so, =(

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by LeeumDee on Mon, 10 Aug 2009 10:10:08 GMT
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And it wont be released, at least not here.
Just quit talking about building bars.

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by slosha on Mon, 10 Aug 2009 17:30:02 GMT
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That HUD is ugly. I am not downloading that.

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by crysis992 on Mon, 10 Aug 2009 20:15:29 GMT
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Glock~ wrote on Mon, 10 August 2009 12:30That HUD is ugly. I am not downloading that.

I know this was my second hud
This is now my current hud

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Gen_Blacky on Mon, 10 Aug 2009 22:32:44 GMT

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crysis992 wrote on Mon, 10 August 2009 15:15Glock~ wrote on Mon, 10 August 2009 12:30That HUD is ugly. I am not downloading that.

I know this was my second hud
This is now my current hud
http://i244.photobucket.com/albums/gg40/crysis992/FinishedHoSHud.jpg

thats horrible

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by cAmpa on Mon, 10 Aug 2009 23:03:30 GMT

Gen_Blacky wrote on Tue, 11 August 2009 00:32crysis992 wrote on Mon, 10 August 2009 15:15Glock~ wrote on Mon, 10 August 2009 12:30That HUD is ugly. I am not downloading that.

I know this was my second hud
This is now my current hud
http://i244.photobucket.com/albums/gg40/crysis992/FinishedHoSHud.jpg

thats horrible

Exact and offtopic.
NO SPAMS IN MY TOPICS.

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by DarkKnight on Tue, 11 Aug 2009 00:32:53 GMT

cAmpa wrote on Mon, 10 August 2009 18:03Gen_Blacky wrote on Tue, 11 August 2009 00:32crysis992 wrote on Mon, 10 August 2009 15:15Glock~ wrote on Mon, 10 August 2009 12:30That HUD is ugly. I am not downloading that.

I know this was my second hud
This is now my current hud
http://i244.photobucket.com/albums/gg40/crysis992/FinishedHoSHud.jpg

thats horrible

Exact and offtopic.
NO SPAMS IN MY TOPICS.

well the topic is about his hud.

anyway i think your second hud looks cool. not my style, but its nice looking.

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Xena on Tue, 11 Aug 2009 09:54:55 GMT
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pe21789 wrote on Mon, 10 August 2009 04:371. u need the map overviews.

U can download it on Deathlink's Website

2. And the Hud.ini have a little bug in it.

try this one:

i tried that on 3 clients, 1 standard, 1 with lots of bloom and 1 with wireframe stealth effect.
none of em worked :s

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Reaver11 on Tue, 11 Aug 2009 18:51:28 GMT
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crysis992 wrote on Mon, 10 August 2009 15:15Glock~ wrote on Mon, 10 August 2009 12:30That
HUD is ugly. I am not downloading that.

I know this was my second hud
This is now my current hud
http://i244.photobucket.com/albums/gg40/crysis992/FinishedHoSHud.jpg

You are really asking for a good show off screeny aint it?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by slosha on Tue, 11 Aug 2009 22:08:12 GMT

crysis992 wrote on Mon, 10 August 2009 15:15Glock~ wrote on Mon, 10 August 2009 12:30That HUD is ugly. I am not downloading that.

I know this was my second hud
This is now my current hud
Toggle Spoiler

Was this one supposed to be better?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by [NE]Fobby[GEN] on Wed, 12 Aug 2009 06:30:38 GMT

Could you guys stop naming files after Renegade X? These files have nothing to do with our mod.

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Soulhunter on Sat, 15 Aug 2009 21:46:16 GMT

Any help on this?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by crysis992 on Sat, 15 Aug 2009 21:49:26 GMT

maybe try to copy the textures to your data folder?
and the shaders.dll to your renegade folder?

Subject: Re: [RELEASE] crysis RenegadeX HUD (The cheap copy)
Posted by Soulhunter on Sat, 15 Aug 2009 21:53:21 GMT

Everything is in my data folder but it seems that there is no new shaders.dll in the file. ?