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Subject: Creating a hud

Posted by [IAmFenix](#) on Tue, 01 Sep 2009 01:51:04 GMT

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I'm trying to create a hud, and not a simple one like the previous topic wanted. I'd like to learn to script one and set it up. Can someone help me out a bit, as I don't know how to open shaders.dll. And yes, I know C++.

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Subject: Re: Creating a hud

Posted by [dr3w2](#) on Tue, 01 Sep 2009 01:52:12 GMT

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<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2> 1670

Shaders.dll is a project which is part of the scripts solution

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Subject: Re: Creating a hud

Posted by [IAmFenix](#) on Tue, 01 Sep 2009 02:01:14 GMT

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Only this did not help me, as I can't access the second link, as I get redirected. I guess I'll try it with just installing Visual C++ Express 2008. I'll search around and see if I can find an updated solution.

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Subject: Re: Creating a hud

Posted by [Ethenal](#) on Tue, 01 Sep 2009 02:38:34 GMT

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If that post doesn't help you then you're probably screwed, since that's like every setup instruction there is for scripts.dll... just download the 2008 version of express, they don't distribute the 2005 version anymore.

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Subject: Re: Creating a hud

Posted by [jnz](#) on Tue, 01 Sep 2009 09:58:22 GMT

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IAmFenix wrote on Tue, 01 September 2009 03:01 Only this did not help me, as I can't access the second link, as I get redirected. I guess I'll try it with just installing Visual C++ Express 2008. I'll search around and see if I can find an updated solution.

Make sure you install the DirectX SDK August 2006.

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Subject: Re: Creating a hud

Posted by [IAmFenix](#) on Tue, 01 Sep 2009 13:54:58 GMT

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I know they don't redistribute 2005 anymore, I downloaded and installed 2008, tried DirectX 2007 update and <http://gdk.thegamecreators.com/?f=downloads> , which did not work.

I'll uninstall both and install 2006, see if that helps.

EDIT:

This did not help. I think it is because I need the microsoft platform SDK (Link dead) as mentioned in the post.

EDIT2:

Found a link and installed PSDK. How do you set it up for VC++?

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Subject: Re: Creating a hud

Posted by [jnz](#) on Tue, 01 Sep 2009 14:40:01 GMT

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The august 2006 SDK can be found here. Just update the VC++ directories to point to it.

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Subject: Re: Creating a hud

Posted by [IAmFenix](#) on Tue, 01 Sep 2009 14:55:28 GMT

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I already downloaded & installed it.

That's what I was referring to when I said 2006.

I uninstalled directx2007 and the other sdk already.

EDIT:

Just to clarify, I'm using Visual C++ 2008 Express, I have DirectX SDK August 2006 installed and set up, Now I just need instructions on how to set up the Microsoft SDK Platform.

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Subject: Re: Creating a hud

Posted by [dr3w2](#) on Tue, 01 Sep 2009 16:25:00 GMT

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You don't need the microsoft SDK for the scripts project at all.

You only need the directx august SDK for shaders.dll specifically

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Subject: Re: Creating a hud

Posted by [IAmFenix](#) on Tue, 01 Sep 2009 19:21:01 GMT

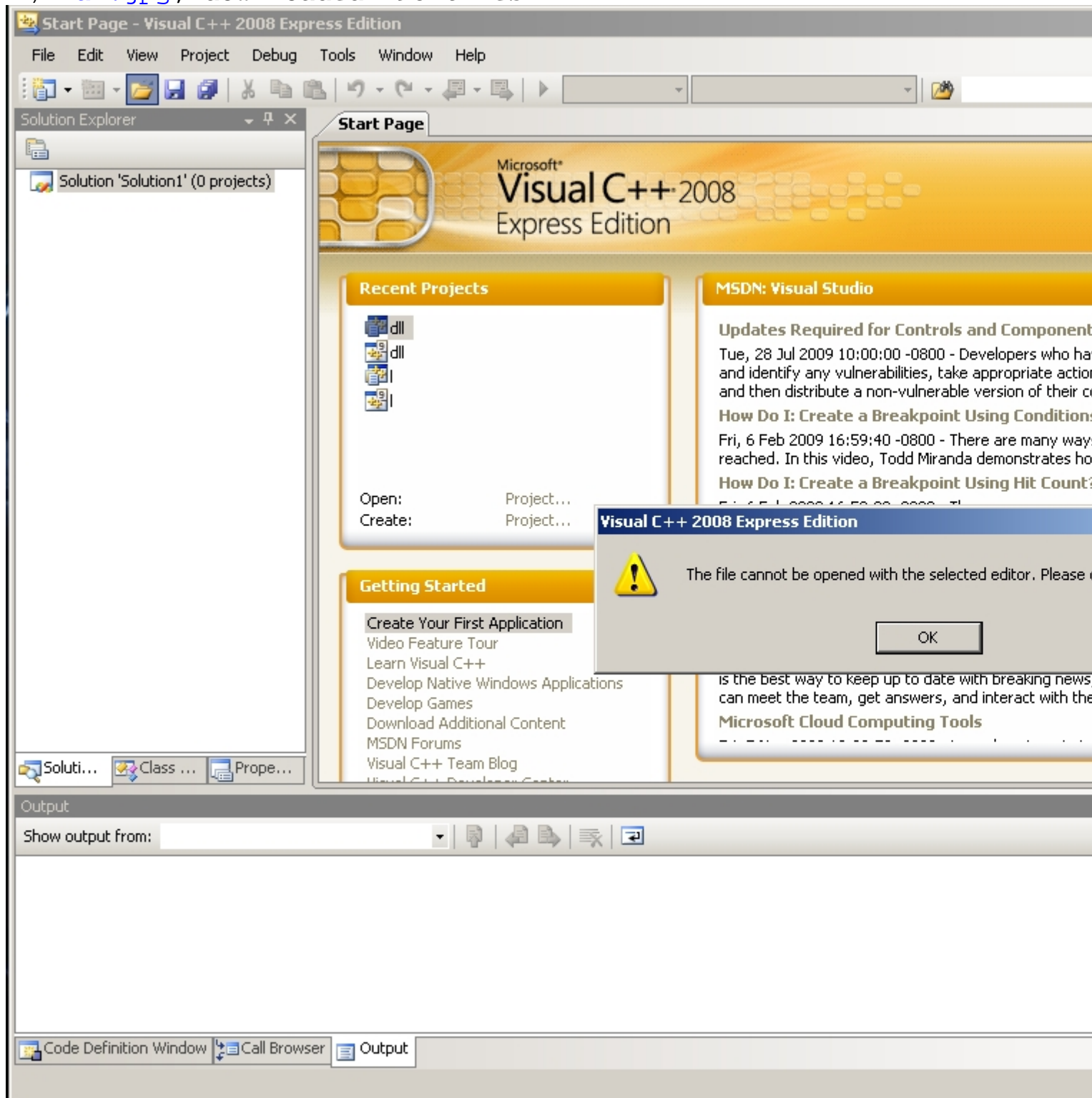
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Well, I'm having trouble as the damn Visual C++ won't let me, I posted a screenshot of what happens when I try to open shaders.dll with it.

## File Attachments

1) Bah.jpg, downloaded 498 times



Subject: Re: Creating a hud  
Posted by [Gen\\_Blacky](#) on Tue, 01 Sep 2009 19:30:34 GMT  
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you don't need any coding to make a new hud only if you want to add new features.

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Subject: Re: Creating a hud  
Posted by [jnz](#) on Tue, 01 Sep 2009 19:30:51 GMT  
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IAmFenix wrote on Tue, 01 September 2009 20:21Well, I'm having trouble as the damn Visual C++ won't let me, I posted a screenshot of what happens when I try to open shaders.dll with it.

You don't open the dll file, you open the solution file (sln).

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Subject: Re: Creating a hud  
Posted by [ErroR](#) on Tue, 01 Sep 2009 19:30:58 GMT  
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you cannot open a .dll, download the source here  
EDIT: oh that was already said

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Subject: Re: Creating a hud  
Posted by [IAmFenix](#) on Tue, 01 Sep 2009 19:38:45 GMT  
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jnz wrote on Tue, 01 September 2009 14:30IAmFenix wrote on Tue, 01 September 2009 20:21Well, I'm having trouble as the damn Visual C++ won't let me, I posted a screenshot of what happens when I try to open shaders.dll with it.

You don't open the dll file, you open the solution file (sln).

Ahhh....

Well, that solves my problem, thank you.

And thanks for the link Error, downloaded and working now =)

EDIT:  
Anyone know where the area for the HUD is?

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Subject: Re: Creating a hud  
Posted by [cnc95fan](#) on Tue, 01 Sep 2009 19:51:14 GMT

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You know C++ and tried to open a .dll file with VC++?...

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Subject: Re: Creating a hud

Posted by [IAmFenix](#) on Tue, 01 Sep 2009 22:11:47 GMT

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It's basic knowledge of C++

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Subject: Re: Creating a hud

Posted by [BlueThen](#) on Tue, 01 Sep 2009 22:18:59 GMT

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IAmFenix wrote on Tue, 01 September 2009 17:11It's basic knowledge of C++

It's actually basic knowledge to know that DLLs are not to be opened by compilers, but for source files to be opened instead.

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Subject: Re: Creating a hud

Posted by [dr3w2](#) on Tue, 01 Sep 2009 22:56:38 GMT

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Claiming you know "c++" then asking why you're getting an error trying to open a compiled .dll file, does not look too good.

To jump into the idea of "making a custom hud" from how do I open the solution is a big leap

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Subject: Re: Creating a hud

Posted by [Gen\\_Blacky](#) on Wed, 02 Sep 2009 00:13:16 GMT

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Fail

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Subject: Re: Creating a hud

Posted by [Ethenal](#) on Wed, 02 Sep 2009 02:19:59 GMT

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cnc95fan wrote on Tue, 01 September 2009 14:51You know C++ and tried to open a .dll file with VC++?...

Was just thinking the same thing. Lied a little bit there eh?

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Subject: Re: Creating a hud

Posted by [IAmFenix](#) on Wed, 02 Sep 2009 11:52:01 GMT

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I have basic knowledge of the coding, which when I'm trying to change things isn't really working  
>.>

Maybe I should just go back to skinning and drop C++ as a project I'd need someone to teach me,  
BUT MY FUCKING SCHOOL DROPPED.

I'm just a bit pissed about that and tried to learn on my own, but apparently, I went from T-ball to  
MLB[Metaphor].(Don't remind me my metaphor is crappy and I could probably come up with a  
better one if I weren't thinking about baseball.)Right, ignore that last bit and I guess this is the time  
for me to !ragequit from this thread?

Most the C++ I know came from <http://www.cplusplus.com/doc/tutorial/>

First time I messed around with anything close to .dll files.

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