Subject: [HUD] Rotating Weaponlist
Posted by Tunaman on Thu, 24 Dec 2009 07:38:14 GMT
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Hey, here's my rotating weaponlist(man I am getting tired of typing that word). If you just want to use it, you can extract the zip file into your ren folder. I recommend making a backup of your shaders.dll and hud.ini files if you have them. ^^

Video: http://www.youtube.com/watch?v=rAshl_nGUsE
Screenshot: here

source has been also included, I just included the 4 files I modified and the rest is just the standard scripts 3.4.4 source files.
Some things also added in this shaders.dll - support for alpha(0-255) for colors used in HUD.ini, just use the keyword Alpha when declaring Red,Green,Blue, there's an example in my .ini; HUD disappears when you use the HUD command or are dead. I also added support for vertical healthbars in there, that's not the point of this release though. I do realize that there are bugs in the shaderhud.cpp that still need to be fixed from the original, I'll fix those as soon as I can.

I hope that I got everything ok, and hope you enjoy this. Please send any questions or comments, and if you have any problems with this, please be as descriptive as possible so that I can easily solve them.

```
File Attachments
1) RotatingWeaponList1.1.zip, downloaded 375 times
2) WL_Source1.1.zip, downloaded 314 times
```

Subject: Re: [HUD] Rotating Weaponlist
Posted by reborn on Thu, 24 Dec 2009 09:53:47 GMT
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Epic release! 5 star rating! Seriously, hats off sir.

Subject: Re: [HUD] Rotating Weaponlist
Posted by Omar007 on Thu, 24 Dec 2009 11:10:52 GMT
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reborn wrote on Thu, 24 December 2009 10:53Epic release! 5 star rating! Seriously, hats off sir.

Subject: Re: [HUD] Rotating Weaponlist
Posted by raven on Thu, 24 Dec 2009 12:24:25 GMT
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Tunaman cheats.

But also, fucking awesome release man. Awesome feature, and not only that, source to go along with it.

Subject: Re: [HUD] Rotating Weaponlist
Posted by Omar007 on Thu, 24 Dec 2009 12:44:13 GMT
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Found a bug. It will crash a LAN game. It only works online

EDIT: I failed not Tuna
Corrupted test map in the map listing >.<

Subject: Re: [HUD] Rotating Weaponlist
Posted by Tunaman on Thu, 24 Dec 2009 13:03:44 GMT
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Thanks guys. ^^

And Omar, that's really strange, I did most of my testing in LAN games, and only a few times online. Were you using another HUD by chance with it or just this? Its very possible I messed something up. :<
Edit: seems like it was a corrupted map

Edit: I also found out that it really emphasizes the lag you have... I wonder if I can make a way to fix it.

Subject: Re: [HUD] Rotating Weaponlist
Posted by Creed3020 on Thu, 24 Dec 2009 14:32:01 GMT
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Now this is one cool release!

Subject: Re: [HUD] Rotating Weaponlist
Posted by crysis992 on Thu, 24 Dec 2009 15:33:33 GMT
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very nice can you add it to the D6 Hud ?

Subject: Re: [HUD] Rotating Weaponlist
Posted by ChewML on Thu, 24 Dec 2009 15:48:45 GMT
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Glad to see this is out now. Awesome work man.

Subject: Re: [HUD] Rotating Weaponlist
Posted by YazooGang on Thu, 24 Dec 2009 16:22:23 GMT
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Make me a pizza now, i know it will be delicious! Good job!

Subject: Re: [HUD] Rotating Weaponlist
Posted by zeratul on Thu, 24 Dec 2009 20:49:22 GMT
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That is kick ass im using now 5 stars

Subject: Re: [HUD] Rotating Weaponlist
Posted by dr3w2 on Thu, 24 Dec 2009 22:26:08 GMT
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Wow this is neat, makes me want to go get my visual studio prepped for compiling again!

Awesome job.

Subject: Re: [HUD] Rotating Weaponlist
Posted by slosha on Thu, 24 Dec 2009 22:28:08 GMT
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Holy shit! Sweet! I'll be checking this out when I get back home. Thanks!

Subject: Re: [HUD] Rotating Weaponlist
Posted by Altzan on Fri, 25 Dec 2009 04:44:25 GMT
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3.4.4 in general always crashes my LAN servers. [/offtopic]

I think it looks excellent. Also you released it for general use and even gave the source code. As reborn said, hats off to you, good sir.

Subject: Re: [HUD] Rotating Weaponlist
Posted by Reaver11 on Fri, 25 Dec 2009 12:36:21 GMT
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Very good release!!

Subject: Re: [HUD] Rotating Weaponlist
Posted by anant on Fri, 25 Dec 2009 19:57:39 GMT
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raven wrote on Thu, 24 December 2009 06:24Tunaman cheats.

But also, fucking awesome release man. Awesome feature, and not only that, source to go along with it.

Subject: Re: [HUD] Rotating Weaponlist
Posted by TD on Sat, 26 Dec 2009 15:13:33 GMT
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I like how like.. noone helped him here:
http://www.renegadeforums.com/index.php?t=msg&th=35377&start=0&rid=1 9522

Yet he found out how to do it and everyone's sperming over this. Great job tunaman

---

Subject: Re: [HUD] Rotating Weaponlist
Posted by Xpert on Sat, 26 Dec 2009 20:26:11 GMT
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TD wrote on Sat, 26 December 2009 10:13I like how like.. noone helped him here:
http://www.renegadeforums.com/index.php?t=msg&th=35377&start=0&rid=1 9522

Yet he found out how to do it and everyone's sperming over this. Great job tunaman

LOL

Xpert wrote on Fri, 25 December 2009 07:15No tunamans pulling a 360 and respawning to renegade and gettin all geeky wit it, like wtf D:

^

Subject: Re: [HUD] Rotating Weaponlist
Posted by TD on Sun, 27 Dec 2009 15:37:32 GMT
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Jesus took three days to respawn, Tunaman took several months, but in the end, they both perform miracles

---

Subject: Re: [HUD] Rotating Weaponlist
Posted by Herr Surth on Wed, 30 Dec 2009 13:12:57 GMT
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How long did IsItInYou need to respawn?

nice work tuna!

Subject: Re: [HUD] Rotating Weaponlist
Posted by HaTe on Wed, 30 Dec 2009 15:39:51 GMT
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surth? / surth! wrote on Wed, 30 December 2009 07:12How long did IsItInYou need to respawn?

nice work tuna!
No remembering Bluel4bel's signature please.

Subject: Re: [HUD] Rotating Weaponlist
Posted by Tunaman on Thu, 31 Dec 2009 04:04:32 GMT
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Thanks for all the kind comments guys. I'm glad you think it looks cool.

and lol yeah TD... oh well

Subject: Re: [HUD] Rotating Weaponlist
Posted by Herr Surth on Thu, 31 Dec 2009 10:47:47 GMT
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HaTe wrote on Wed, 30 December 2009 17:39surth? / surth! wrote on Wed, 30 December 2009 07:12How long did IsItInYou need to respawn?

nice work tuna!
No remembering Bluel4bel's signature please.
fu.

right now <3

Subject: Re: [HUD] Rotating Weaponlist
Posted by osborne19 on Fri, 15 Jan 2010 03:22:51 GMT
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Very nice work Tuna! Thank you for releasing this nice piece of work Would it be hard to get this
to work with a custom hud? I like it the way it is, but a few people have asked if its possible to get
it to work with a custom hud. Again thank you very much for the release man!

Subject: Re: [HUD] Rotating Weaponlist
Posted by Gen_Blacky on Sat, 16 Jan 2010 02:04:18 GMT
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I cant change the weapon list x y positions for some reason. I change the values of
WeaponListXPos and WeaponListYPos but the weapon list did not move. WeaponListXCentered
and
WeaponListYCentered are turned off.

File Attachments
1) 1.jpg, downloaded 2212 times

NE

100

100

Blacky

Subject: Re: [HUD] Rotating Weaponlist
Posted by Scrin on Sat, 16 Jan 2010 12:02:45 GMT
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Gen_Blacky wrote on Fri, 15 January 2010 20:04I cant change the weapon list x y positions for some reason. I change the values of WeaponListXPos and WeaponListYPos but the weapon list did not move. WeaponListXCentered and
WeaponListYCentered are turned off.

ehh, what have you done with my hud... (made me l0L)
btw, why you still play teh game?

Tunaman wrote on Thu, 24 December 2009 01:38Hey, here's my rotating weaponlist
OMFG U ARE DUDAMAN!

Subject: Re: [HUD] Rotating Weaponlist
Posted by Gen_Blacky on Sat, 16 Jan 2010 19:44:58 GMT
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way to spam scrin. That is your health bar and radar. Just using it as a concept before I make my own.

Subject: Re: [HUD] Rotating Weaponlist
Posted by Tunaman on Mon, 25 Jan 2010 00:35:45 GMT
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Hey Blacky, I checked and it seems everything was OK with changing the X and Y positions for me. I did notice a bug with WeaponListYCentered, and fixed it. I will upload a new copy that fixes this.

Sorry for the slow reply again, I think you know why I have been slow.

Subject: Re: [HUD] Rotating Weaponlist
Posted by Raptor RSF on Mon, 25 Jan 2010 00:39:37 GMT
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Well, Tunaman found a mistake in his source code.

```
if(WeaponListXCentered)
{
 WeaponListXPos += ScreenResolution->Right/2;
}
else if(WeaponListXPos < 0)
{
 WeaponListXPos += ScreenResolution->Right;
}
if(WeaponListYCentered)
{
 WeaponListYPos += ScreenResolution->Right/2;
}
else if(WeaponListYPos < 0)
{
 WeaponListYPos += ScreenResolution->Right;
}
```

should be changed to:

```
if(WeaponListXCentered)
{
 WeaponListXPos += ScreenResolution->Right/2;
}
else if(WeaponListXPos < 0)
{
 WeaponListXPos += ScreenResolution->Right;
}
if(WeaponListYCentered)
{
 WeaponListYPos += ScreenResolution->Bottom/2;
}
else if(WeaponListYPos < 0)
{
 WeaponListYPos += ScreenResolution->Bottom;
}
```

And in the HUD.ini add :

WeaponListXP=0
WeaponListYP=0
WeaponListDistance=250

Subject: Re: [HUD] Rotating Weaponlist
Posted by Tunaman on Mon, 25 Jan 2010 00:52:00 GMT
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I'm not referencing "WeaponListXP" anywhere in my code, is that something you guys have changed? On mine it says(and works with) the exact string "WeaponListXPos".

Also you don't have to add those in hud.ini, those are the default values anyways. ^^

Subject: Re: [HUD] Rotating Weaponlist
Posted by Raptor RSF on Mon, 25 Jan 2010 09:56:04 GMT
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Tunaman wrote on Sun, 24 January 2010 18:52I'm not referencing "WeaponListXP" anywhere in my code, is that something you guys have changed? On mine it says(and works with) the exact string "WeaponListXPos".

Also you don't have to add those in hud.ini, those are the default values anyways. ^^

It gets WeaponListXP and WeaponListYP from the ini file.

  WeaponListXPos = hudini->Get_Float("General","WeaponListXP",0);
  WeaponListYPos = hudini->Get_Float("General","WeaponListYP",0);

Lol at Tunaman for posting at the same time XD

Subject: Re: [HUD] Rotating Weaponlist
Posted by InternetThug on Sat, 30 Jan 2010 06:22:58 GMT
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nice product tunaman, it helped me get 100x better at renegade, almost as proficient as my strategy guide in the strategy forum

Subject: Re: [HUD] Rotating Weaponlist
Posted by dr3w2 on Sat, 30 Jan 2010 20:30:43 GMT
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Ralph wrote on Sat, 30 January 2010 00:22nice product tunaman, it helped me get 100x better at renegade, almost as proficient as my strategy guide in the strategy forum
rofl

Subject: Re: [HUD] Rotating Weaponlist
Posted by Russ on Wed, 17 Feb 2010 03:04:44 GMT
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Is there anyway that anyone can describe to a complete n00b & virtually computer illiterate person (Me) of how & where to put what files & what files to remove in order for this to work properly?

Does it work in cooperation with any HUDs w/o interference or error?

Subject: Re: [HUD] Rotating Weaponlist
Posted by Raptor RSF on Wed, 17 Feb 2010 15:53:44 GMT
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I think you better can wait until Tunaman or I release a HUD with this feature because its complicated.

Subject: Re: [HUD] Rotating Weaponlist
Posted by Sean on Mon, 22 Oct 2012 23:46:44 GMT
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Bump:

I assume this doesn't work with Scripts 4.0?

It would be awesome if it could be edited to work, as its a cool initiative.

Subject: Re: [HUD] Rotating Weaponlist
Posted by Ethenal on Tue, 23 Oct 2012 03:43:24 GMT
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Croatoan wrote on Mon, 22 October 2012 18:46Bump:

I assume this doesn't work with Scripts 4.0?

It would be awesome if it could be edited to work, as its a cool initiative.
Doubtful. This was no doubt a modification of the then open source shaders.dll, which is with 4.0 closed source. Jonwil or the like would be able to answer this better, however.