
Subject: Scripts 4.0 compatible D6 hud

Posted by [Soulhunter](#) on Tue, 27 Sep 2011 18:31:19 GMT

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I made the Deathlink6.0 hud compatible with scripts 4.0 (cuz I know some people prefer this hud over the normal hud). I had to replace the gps hud with a radar hud because the gps hud doesn't work properly with scripts 4.0 anymore though. There are also some other things from the d6hud that don't work with scripts 4.0 anymore (minecount, bullet bar, minihealthdisplay and miniammodisplay)

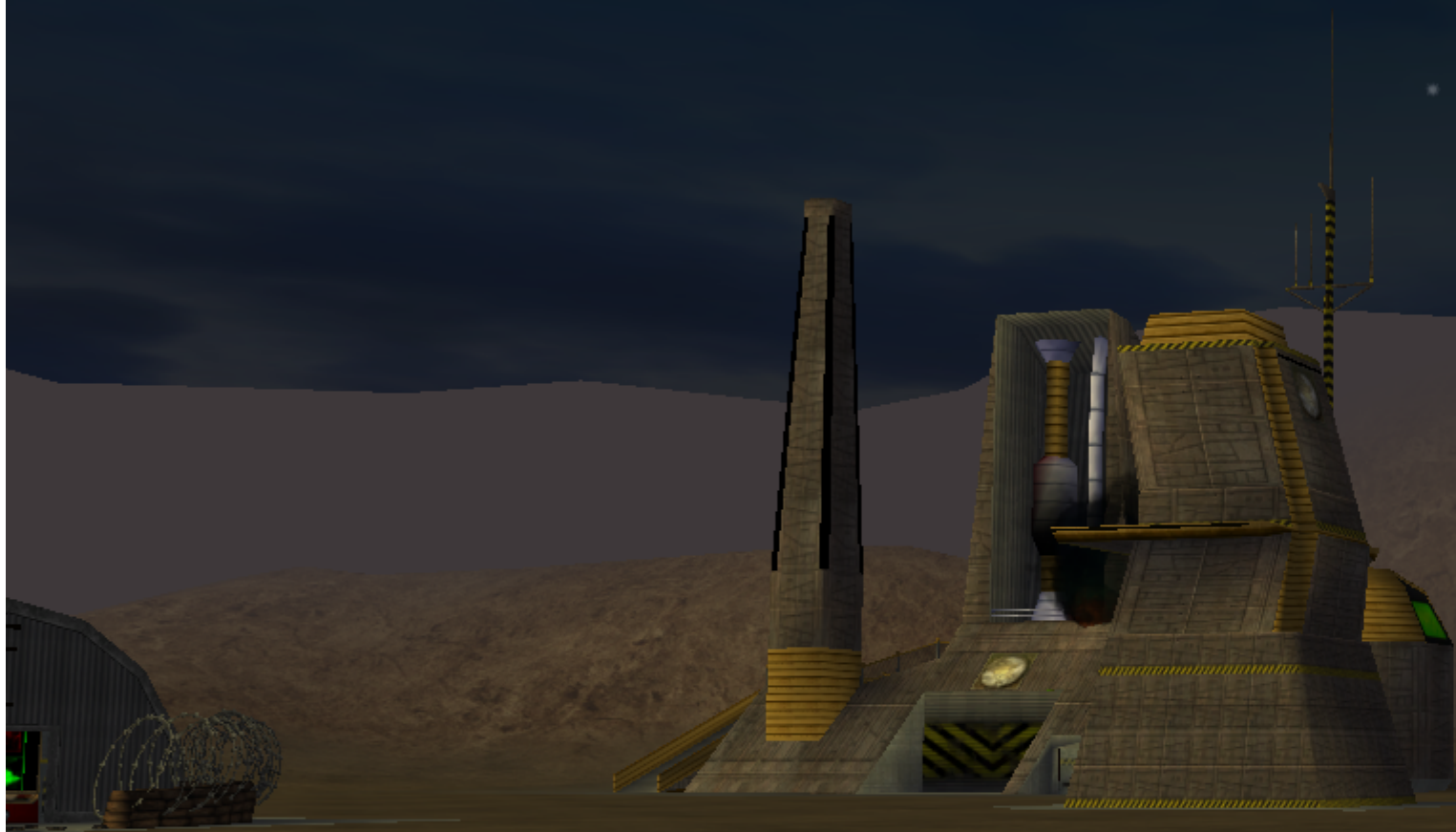
The download is in the attachments

File Attachments

- 1) [d6hud40.zip](#), downloaded 484 times
- 2) [Screenshot.9.png](#), downloaded 2466 times

186

nltijger4 repaired the GDI Infantry Barracks



E



100



100

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [zunnie](#) on Tue, 27 Sep 2011 21:02:53 GMT
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Nice man, looks good

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [NACHO-ARG](#) on Tue, 27 Sep 2011 21:57:06 GMT
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thanks a lot man, you should post it at renskins.

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [Intradox](#) on Wed, 28 Sep 2011 00:16:32 GMT
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Look's quite nice. I'll definitely be using this! Never was a fan of the original Renegade HUD

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [Generalcamo](#) on Fri, 30 Sep 2011 10:51:37 GMT
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All of those features could be replicated, it would just need to be recoded to death.

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [Gen_Blacky](#) on Sat, 01 Oct 2011 03:40:03 GMT
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Its really simple to adjust all huds for 4.0.

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [FlaminGunz](#) on Sun, 02 Oct 2011 07:40:24 GMT
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yeah.....by not using tt

so all the useful, good parts are taken out. Lovely, i gotta get on this!

Subject: Re: Scripts 4.0 compatible D6 hud

Posted by [halo2pac](#) on Wed, 05 Oct 2011 03:37:03 GMT

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How bout the one with the scrolling radar map.. that is awesome.

Subject: Re: Scripts 4.0 compatible D6 hud

Posted by [Sean](#) on Wed, 05 Oct 2011 08:36:56 GMT

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halo2pac wrote on Tue, 04 October 2011 20:37How bout the one with the scrolling radar map.. that is awesome.

This.

Not having map overview (it's hardly an advantage anyways) is quite annoying.

Subject: Re: Scripts 4.0 compatible D6 hud

Posted by [Soulhunter](#) on Wed, 05 Oct 2011 20:27:24 GMT

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I would've kept the scrolling radar map in the hud, but it doesn't work properly anymore in scripts 4.0

I'd also like the scrolling radar map fixed

Subject: Re: Scripts 4.0 compatible D6 hud

Posted by [Sean](#) on Wed, 05 Oct 2011 20:40:13 GMT

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Soulhunter wrote on Wed, 05 October 2011 13:27I would've kept the scrolling radar map in the hud, but it doesn't work properly anymore in scripts 4.0

I'd also like the scrolling radar map fixed

This is the point i'm making. It doesn't work and it's really annoying, surely someone could look into it.

Subject: Re: Scripts 4.0 compatible D6 hud

Posted by [iRANian](#) on Wed, 05 Oct 2011 21:00:52 GMT

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Yeah lets give players a huge advantage with scrolling maps overlayed on radar

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [halo2pac](#) on Thu, 06 Oct 2011 02:39:33 GMT
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Then everyone can download. And everyone one would have advantage? I have an SSD and a overclocked i7. I have an advantage over half the players here. Go out and buy better hardware if you want that advantage too.

Same with bandwidth.

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [Caveman](#) on Thu, 06 Oct 2011 08:01:03 GMT
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halo2pac wrote on Thu, 06 October 2011 03:39Then everyone can download. And everyone one would have advantage? I have an SSD and a overclocked i7. I have an advantage over half the players here. Go out and buy better hardware if you want that advantage too.

Same with bandwidth.

Why dont we all just fuck TT and download *cheat name removed*we can all have the same aimbot and all get instant headshots!

It will be fair then

P.S

I very highly doubt that your SSD and overclocked i7 gives you any advantage in Renegade.

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [halo2pac](#) on Fri, 07 Oct 2011 02:36:36 GMT
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When you play the game, is code running in the background that requires logical processing?

Yes, fast cpu gives a good advantage.

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [Sean](#) on Fri, 07 Oct 2011 14:49:31 GMT
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iRANian wrote on Wed, 05 October 2011 14:00Yeah lets give players a huge advantage with scrolling maps overlayed on radar

You're getting confused.

Map overview (map in your radar) is different than map Overlay (press a button to view the map across your screen).

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [ehhh](#) on Sun, 09 Oct 2011 19:22:08 GMT
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Those radars are retarded, I saw one dj posted, fucking ridiculous.

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [EvilWhiteDragon](#) on Tue, 08 Nov 2011 18:29:17 GMT
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halo2pac wrote on Fri, 07 October 2011 04:36 When you play the game, is code running in the background that requires logical processing?

Yes, fast cpu gives a good advantage.

Renegade runs well on pretty much anything faster than a P2-400mhz. GPU makes a difference in graphics, but if you fiddle with the settings you can run it on pretty much any GPU made in the last 5 to 7 years.

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [halo2pac](#) on Wed, 09 Nov 2011 03:29:46 GMT
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Yes, very true...but my point of better hardware = better advantage still stands.

Hence a shitty onboard GPU vs my GTS 250. Your going to lag while I stand and free headshot you. I know from personal experience on my old computer - I wasn't as good with the lag.

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [roszek](#) on Wed, 16 Nov 2011 00:27:01 GMT
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halo2pac wrote on Tue, 08 November 2011 20:29 Yes, very true...but my point of better hardware = better advantage still stands.

Hence a shitty onboard GPU vs my GTS 250. Your going to lag while I stand and free headshot you. I know from personal experience on my old computer - I wasn't as good with the lag.

I was under the impression that the opposite was true. Am I wrong in thinking that people with lag are harder to hit? Lag scope comes to mind.

As to the topic nice job on the hud, but I prefer Renegade original.

Subject: Re: Scripts 4.0 compatible D6 hud
Posted by [Goztow](#) on Wed, 16 Nov 2011 08:13:34 GMT
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In Renegade, better graphics = more smoke = harder to see enemies.
