
Subject: Night Vision Hud [4.0. Compatable]
Posted by [Good-One-Driver](#) on Fri, 04 Jan 2013 09:21:41 GMT
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File Attachments

1) [Screenshot.85.png](#), downloaded 1836 times



2) [Screenshot.88.png](#), downloaded 1250 times



3) [NightVisionHud.zip](#), downloaded 238 times

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [iRANian](#) on Fri, 04 Jan 2013 10:00:25 GMT
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looks terrible

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [zunnie](#) on Fri, 04 Jan 2013 11:17:14 GMT
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iran come on man, not needed to reply in all his topics that it sucks right?
I know you dislike the guy but grow up lol.

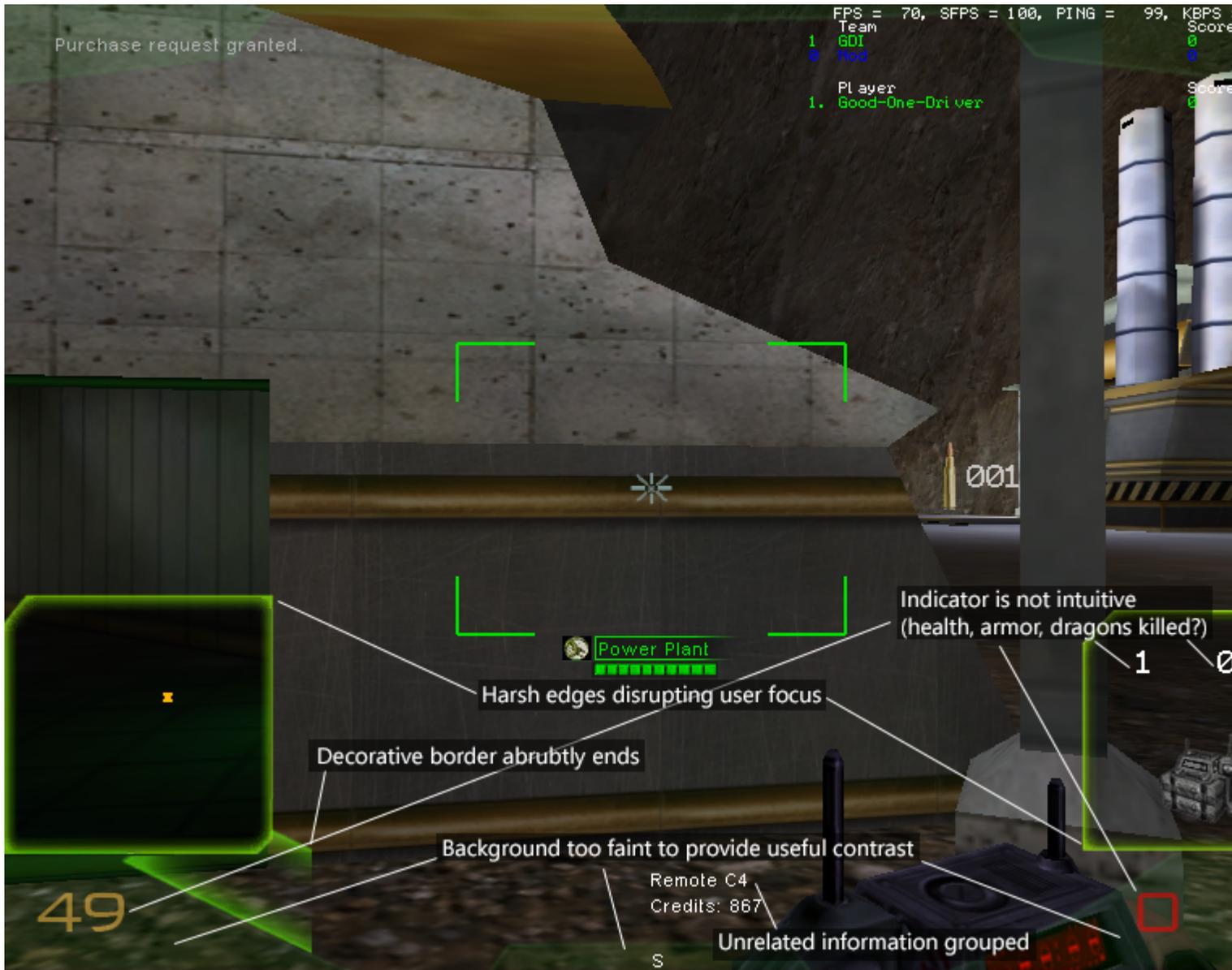
Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [saberhawk](#) on Fri, 04 Jan 2013 14:22:53 GMT
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I think it sucks, and here's why.

Furthermore, I think related concepts like health and armor should be displayed in the same area and not opposite sides of the screen; when checking one you generally care about the value of the other as well. Separating them places an unjustified cognitive load on the user.

File Attachments

1) [Screenshot.88.png](#), downloaded 943 times



Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Omar007](#) on Fri, 04 Jan 2013 14:35:31 GMT
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That is some terrible GUI/HUD design.
Saberhawks list sums up quite nicely what's wrong with it.

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [ViPeaX](#) on Fri, 04 Jan 2013 18:14:01 GMT
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Why do you even bother releasing this crap? Don't you already see how much of a waste of effort it is before you start? You don't have a feeling for design, not even close to it. It's not just bad, it could very well be the worst looking GUI in a FPS, ever.
Even the radar and ammo 'boxes' are having the cut-off corner at the same side. At least mirror them, not copy/paste paint fail herpderp.

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [iRANian](#) on Fri, 04 Jan 2013 18:46:22 GMT
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saberhawk/omar007/vipeax come on man, not needed to reply in all his topics that it sucks right? I know you dislike the guy but grow up lol.

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [ehhh](#) on Fri, 04 Jan 2013 18:52:21 GMT
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should see the ss someone posted of it at rc.

LOL

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Generalcamo](#) on Sat, 05 Jan 2013 04:12:46 GMT
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Well, Iran, you just said it sucks for no apparent reason. Saberhawk, on the other hand, gave reasons WHY it sucked.

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Ethenal](#) on Sat, 05 Jan 2013 08:22:37 GMT
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generalcamo wrote on Fri, 04 January 2013 22:12 Well, Iran, you just said it sucks for no apparent reason. Saberhawk, on the other hand, gave reasons WHY it sucked.
and you are defending a dude that is a mean lady to you why?

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [ehhh](#) on Sat, 05 Jan 2013 08:36:21 GMT
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actually he said it looked bad, which it kinda did

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Generalcamo](#) on Sat, 05 Jan 2013 14:51:02 GMT
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I'm just giving facts. If I made a map, and all he said was "it sucks because it looks bad", then I would be disappointed. WHY does it look bad? WHAT should I do to improve it?

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [ehhh](#) on Sat, 05 Jan 2013 16:43:47 GMT
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if you made the map as bad as the hud is

tbh it would be pretty obvious

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [sla.ro\(master\)](#) on Sat, 05 Jan 2013 19:14:24 GMT
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iRANian wrote on Fri, 04 January 2013 20:46saberhawk/omar007/vipeax come on man, not needed to reply in all his topics that it sucks right?
I know you dislike the guy but grow up lol.

lol

no comment

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Xpert](#) on Sun, 06 Jan 2013 01:15:16 GMT
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generalcamo wrote on Sat, 05 January 2013 09:51I'm just giving facts. If I made a map, and all he said was "it sucks because it looks bad", then I would be disappointed. WHY does it look bad? WHAT should I do to improve it?

He's been criticized numerous times for why his work sucks and was also given tips by many people on how to improve. He doesn't take in other people's notes and learn from it. Now it just comes down to insulting his shit without giving a reason because people are just plain fed up with

him releasing garbage.

He has no artistic feel for any of his work. He doesn't put any kind of effort into anything nor does he understand how much it just sucks. I personally don't hate him, but his ignorance makes him blind with everything he does.

He knows how to use all these programs, yet refuses to put any kind of effort or time into actually trying to make a decent project.

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Good-One-Driver](#) on Sun, 06 Jan 2013 09:24:19 GMT
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Personally I like it and a few people do also, I understand many of you don't like it but remember not everyone has the same taste as you.

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [iRANian](#) on Sun, 06 Jan 2013 10:26:53 GMT
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slaro you only added that reply because you have retarded beef with zunnie

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Dev*](#) on Sun, 06 Jan 2013 12:26:02 GMT
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iRANian wrote on Sun, 06 January 2013 03:26slaro you only added that reply because you have retarded beef with zunnie

Ain't that the damn truth.. haha

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [ehhh](#) on Sun, 06 Jan 2013 18:10:41 GMT
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haha sla, what a retard

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Mauler](#) on Sun, 06 Jan 2013 19:00:06 GMT

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iRANian wrote on Sun, 06 January 2013 03:26slaro you only added that reply because you have retarded beef with zunnie

Ya he's just mad his entire team left his dev team to form TCW.. oh and his all his post's are incredibly retarded

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Tiny](#) on Sun, 06 Jan 2013 19:18:13 GMT

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And cause hes a fucking TOOL lol

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [sla.ro\(master\)](#) on Sun, 06 Jan 2013 22:36:18 GMT

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what some trolls can do.. off topics.. thats all they know.

i like the helmet style of the skin, but the bright green makes it weird, g1d, maybe you can make a second version with a less brightness (ps: ignore those trolls, they can't tell you how to improve something, thats all.. ren = few folks and 99% trolls).

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Jerad2142](#) on Wed, 09 Jan 2013 18:24:25 GMT

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Practice, practice, and more practice; that is key, everyone starts somewhere and over time we get better at whatever it is. Only way to truly fail is to give up and quit.

Look at the bright side, some people posting in here make really amazing ass shit, but they never release it or they lose the source code, at least he did release it even if it could use some work.

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [Good-One-Driver](#) on Wed, 09 Jan 2013 19:11:41 GMT

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Thank you everyone for your words, and everyone who didn't just say "oh it sucks ass" Yeah obviously I am still kinda new at making huds I am still practicing some people like it so I release to the ones who do.

Edit: This is my first hud where I changed up everything and did everything from scratch, I spent a lot of time on this hud and I am satisfied how it turned out, anyway I am going to keep trying thanks everyone!

Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by [crushu06](#) on Thu, 10 Jan 2013 22:39:12 GMT
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I think the first picture is pretty solid. I like the dark green coming out of the map box and weapon box. I am assuming the scope made it darker because the c4 on under is lighter green which takes it away =/
