
Subject: Re: For the millions of command and conquer fans around the world
Posted by [reborn](#) on Sun, 07 Dec 2008 12:41:40 GMT

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u6795 wrote on Sat, 06 December 2008 14:01: Pretty cool but before I watched the trailer it got me a little excited for something more

Still, really badass. Good work and stuff.

Sorry, I realise now what everyone thought it was going to be. Whoops.

Mackinsey wrote on Sat, 06 December 2008 16:02: I like it, except the Weapon Icon next to the soldier (or vehicle)

It'll be configurable

pawky wrote on Sat, 06 December 2008 16:28: Will there be a overhead view of the map in the radar?

For the standard westwood maps, yes. For anyother map? Probably not. There is a tiny, infact miniscule chance that it will for non-standard maps, but I wouldn't hold my breath on that.

madrackz wrote on Sat, 06 December 2008 19:31: What did Campa do? lol i never had a Problem with ShaderHud.

He was kind enough to collaberate on a crash bug inside shadershud that will crash the client when you entered a vehicle in certain conditions. Since then he has asked to help out on the project entirely, and between us we'll be adding more features than any other released HUD.

Power to the people!

Goztow wrote on Sun, 07 December 2008 07:11: It's nice to see that things get released .

It's the only reason I'm doing it. I personally won't be using it, I have always preferred renegade how it is. The only skin I use is one that removes the green from the scope that black-cell allow. Other then that, I have no modification to renegade other then 3.4.4.

Niko wrote on Sun, 07 December 2008 07:12: jonwil wrote on Sun, 07 December 2008 05:59: 2 things here:

1. Will this hud be limited to specific display resolutions like other HUDs that have been released here?

and 2. Will the source code changes (to shaderhud.cpp for example) be made available (as required by the license)?

i cant use new shaders.dll
i got this error, so you will help reborn to fix that problem?
(p.s. im sure half of peoples who will downloded hud and .dll, cant use them also)

It'll get sorted, stop worrying.

Sir Kane wrote on Sun, 07 December 2008 07:17Not sure what I'm looking for in this.

The video is just displaying the textures, and proving the fixes in crash bugs and other bugs.
