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Subject: Re: [Release] New HUD [Update2 read first Post]  
Posted by [DutchNeon](#) on Thu, 25 Dec 2008 01:02:43 GMT  
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For the people who want overlay maps, I copied all the overlay maps from Canadacdn's HUD into this RAR file. They work with this HUD, so you just extract them into your DATA folder, and they work.

SEE THE ATTACHMENTS!! 3 parts, because the max file size is 1024kb -.-

I did not create those overlay maps, so the credits go to Canadacdn and his HUD:

<http://ren.game-maps.net/index.php?action=file&id=966>

If i get my DDS plugin for Photoshop CS4 Extended problem fixed:

<http://www.renegadeforums.com/index.php?t=msg&th=31359&start=0&rid=2> 2151

I might be able to create more overlay maps, starting with Glacier and Islands

@ DeathLink 6.0,

I sure would want to create my 'own' HUD out of this HUD, but I got no experience with coding at all. If i want to start coding (and for Renegade), what would be the best place to start? I presume Renhelp?

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### File Attachments

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- 1) [Overlay1.rar](#), downloaded 100 times
  - 2) [Overlay2.rar](#), downloaded 74 times
  - 3) [Overlay3.rar](#), downloaded 95 times
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