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Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Sun, 28 Dec 2008 18:53:33 GMT

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DeathLink6.0 wrote on Sun, 28 December 2008 06:09I can't understand why people don't release their stuff. What is the exact problem?

Are you afraid that stupids make shit with it? Then we shouldn't release things at all. Personally i've just started working on the building part of the hud using the existing code in your shaders\_hud.cpp file as well as other function calls part of it. I'm not doing it to "gain an advantage" or "cheat" but more so of a just a way to expand/learn more when it comes to c++. I'm doing it from a programming perspective moreso then a game advantage. Ive already written the code and have properly displayed building healths as integer, and will probably add "health bars" similar ( pretty much attempting to be identical ) to your sample hud.

Will I release it? no probably not. There's to much drama/argueing/discussion that will occur because of it. If some people were to ask me to see the code to use as reference or to add there own, i'd most likely send it to them however to publically post things such as is an invitation to be mocked/shunned from the rest of the community (look @ scrins huds )

This is similar to my xwis mirc script which was based off of v00d00s original script. Fully works, and ive added many new things to it to use the full use of the xwis protocol ( server ips, player ips/scores/stats etc .. everything ) however im hesitant to release it due to the backlash from the community as well as abuse of the script by the members themselves. The script would also display the xwis protocol which then could be manipulated to do other things. I know other versions of it exist, however to make the code public in such a main location such as these forums is just asking for trouble.

IDK thats my view from the whole thing.

I personally appreciate all releases by members of this community, maybe someday i'll release something as long as i beleive it won't be to controversial.

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