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

Posted by [dr3w2](#) on Sun, 28 Dec 2008 20:36:28 GMT

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DeathLink6.0 wrote on Sun, 28 December 2008 14:04Quote: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.

OH RLY where you you have this from? Maybe I already posted it here? If you havn't already read: I also didn't released the buildingbars because lots of people consider it as cheat.

I want to know why people don't release stuff which is not considered as cheat or which doesn't make sth. vulnerable to manipulations. Your script thing is something COMPLETELY else.

I already know to answer to my question but I want to hear it from the people who do it. When i say existing code i mean for example, displaying the health value on the hud. When i opened the scripts solution i knew absolutely nothing about its setup, and what files did what and where i could need to place the proper code and methods to call in order to actually do anything. After spending a few hours for the past couple days ive managed to learn off of it. The actual code or algorithm to display building stats onto the hud is not publically released to my knowledge.

As for your question of people not releasing stuff when there is no negative aspect about it, I dont think there is really that many features or "Fixes" people have but have not released.

In terms of server side stuff, many server owners/admins/coders for the server want to keep there stuff private because it adds a sense of individuality and uniqueness.

For example, n00bstories was the first server to have a reserved slot system thanks to SK, however to remain unique and have this feature as a bonus it was kept private.

Can also point out the simple fact, people are selfish

Just an addon , this is my progress so far:

<http://www.n00bstories.com/image.fetch.php?id=1111788420>

Cropped due to windowed mode. Shitty quality due to shitty quality file save. The red font is actually clear heh.

As you can see, i've used your hud files (thanks again) and moved/resized them to my liking.

If anyone wants i can post my changed hud.ini file (WITHOUT the building stuff)

***** EDIT

Just to clarify, I am not doing this to gain an advantage or to cheat. Just trying to expand on my

lack of c++ skills.
