Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by Chuck Norris on Tue, 30 Dec 2008 17:08:54 GMT
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Saberhawk, that's awesome. I didn't realise it until after using this HUD for a while, but not being notified of low health is a deal breaker. It's ruined me in battle more than I can count since using this new HUD. I guess I never realised the flashing of the HUD was something I relied on so much.

As per the text sizes mentioned earlier, I don't know offhand. The most common text, like names, chatbox, and menu text scales with resoltuion. At 1024x1024 and 1280xwhatever, it's one size, and at 1600x1200 or 1680x1050, it gets bold. The text for the scores, however, doesn't scale, so at larger resolutions, it's hard to see. One of the values in stylemgr.ini might change it, so check around in there (back up the original first). I had to change one of the values in that file because with the text scaling up at 1600x1200, it made the text overlap the building health bars too much, so I had to make it smaller (which then makes text a bit smaller). I wish the health bars scaled too, because they're WAY too small compared to the text for them at 1600x1200 and 1680x1050, let alone anything higher (1920x1200, 2048x1536, let alone 2560x1600).