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

Posted by [dr3w2](#) on Fri, 09 Jan 2009 21:47:19 GMT

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I will be releasing a package later this weekend. I just want to do a bit more testing + cleanup a couple things. It will also include the deathlink hud.ini configuration as well as my custom configuration of those settings. Source and all necessary files are included within it:

This is from the readme file:

Quote:=====

Features:

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This HUD release is compatible with renguard.

This HUD is resolution independent

This HUD displays the current map instead of the radar, displays health, shield and ammo bars. Mine count for clients team is also displayed

Faded notifications are displayed when ammo or health has changed

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Credits

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The HUD includes map images which were released by Canadacdn on [renegadeforums.com](#)

The HUD includes fixes, textures, and colors which were released by DeathLink6.0 on [renegadeforums.com](#)

The HUD includes faded health and ammo notifications which were released by Saberhawk on [renegadeforums.com](#)

I give full credit to the above people for their work

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What I actually did

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The HUD includes changes by me to how loading of map settings are done.  
Map settings are now found and loaded from within hud.ini with sections of [mapname]

This removes the need for individual <mapname>.ini files and allows it to be compatible with renguard.

The method of <mapname>.ini files are still compatible with this HUD.

If the section for [mapname] is not found, shaders.dll will attempt to load <mapname>.ini

If <mapname>.ini is not found, the default texture for the map is found in hud.ini as <<  
ScrollingMapTexture= >>