
Subject: Re: Post your Renegade screenshots!
Posted by [dr3w2](#) on Thu, 19 Mar 2009 20:06:22 GMT
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Di3HardNL wrote on Thu, 19 March 2009 13:36Lol andrew the fuction of such HUD map overview is cool. But why make it ugly by cutting the map out so bad in the alpha channel :S ugly edges and shit.
I got lazy with photoshop and didn't feel like doing a good job

Also, i prefer it without the borders
Example with borders:
Toggle Spoiler

Example without borders:
Toggle Spoiler

and also volcano turns out awesome when i run my game in windowed at 1280x800
Toggle Spoiler

Toggle Spoiler

Im sure i could have easily manually resized the images to work at whatever resolution i play at, or resize the images through code in shaders.dll.. but once again, lazyness kicked in.

I was also planning on making the "Boxes" of players into little images etc ... maybe some day lol.

TBH i would release the source code for this part (not the building bars)but

1. People cry advantage
2. Can easily edit the code to show .. well everything on the map
3. It includes a simple class i wrote for keypresses, which in turn can be used for other stuff if a person desired.

If we could release shaders.dll compiled with no source, then i would release then but until I make my stuff into a secondary DLL or something it would be released publically

edit--

Also the building bars, mapoverlay were written in seperate classes much like that of the code saberhawk released.. so it can all be easily incoporated into your own shaders.dll + hud.ini files
