Subject: Renegade Alert HUD Update
Posted by Aircraftkiller on Fri, 22 Oct 2004 02:34:17 GMT
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Silent Kane was responsible for the code work, I did the HUD texture job.

The target bracket is now completely removed. Relevant object information is displayed in the lower right hand of the screen. The object's icon and health is displayed there, along with your ammunution count and your position in the vehicle you're inside.

The icons themselves, such as the compass, are still being worked on. The compass is the icon above your health meter, which is next to the overhead view of the radar map. The view of the radar map is also being improved over time, and will look much better by the time we release.

Icons relevant to your status will be displayed in the middle left portion of the screen. One will show if you're being repaired, another will show if you're able to sell your vehicle. This is done by driving to the center of the Service Depot and either pressing a key or clicking the Sell button.

Subject: Renegade Alert HUD Update
Posted by icedog90 on Fri, 22 Oct 2004 02:39:47 GMT
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I really like those features, Silent_Kane did a wonderful job enabling these features. What I don't like is the look of the hud, it doesn't really match Red Alert's (or RenAlert's) theme.

EDIT: Accidental spelling errors.

Subject: Renegade Alert HUD Update
Posted by SuperFlyingEngi on Fri, 22 Oct 2004 02:40:11 GMT
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Very, very cool. However, I think you should keep at least some semblance of the banding box around a targeted object, maybe just the green lines and the health, with all the rest of that information being displayed at the bottom right. In the heat of battle it's going to be a bit of a drag to check down at the bottom right of the screen constantly instead of just have the health bars within your field of vision. However, I doubt it will be much of a problem.

Goodness, that is one of the coolest things I've ever seen done for Renegade...

Awesome.

Subject: Renegade Alert HUD Update
Posted by CnCsoldier08 on Fri, 22 Oct 2004 02:56:07 GMT
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Way Cool!

Silent Kane you Rock!

What is the yellow bar, again?

I love how there is no targeting box

Nice

Subject: Renegade Alert HUD Update
Posted by Slash0x on Fri, 22 Oct 2004 03:22:42 GMT
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SK, you h@xor.

Subject: Renegade Alert HUD Update
Posted by exnyte on Fri, 22 Oct 2004 04:19:18 GMT
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Correction: SK is a l33t h@xor.

Great job to all involved!

Subject: Renegade Alert HUD Update
Posted by Madtone on Fri, 22 Oct 2004 08:14:43 GMT
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The features are great, but the HUD is too chunky with the current graphics.

Maybe something like this would be better:

These features are amazing, but poorly presented!

Contact me if you need any hints/tips or even edit it a little

Subject: Renegade Alert HUD Update

Posted by Aircraftkiller on Fri, 22 Oct 2004 09:06:13 GMT
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Poorly presented how? I made the HUD around the template given to me, there isn't much else that can be done with it.

Subject: Renegade Alert HUD Update
Posted by Madtone on Fri, 22 Oct 2004 09:39:08 GMT
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The borders seem a little too.. Bland? Im not sure how to explain it but it does seem it can be made better.

If you could PM a link to the template an i could see what i can come up with i could show you how to improve it.

Subject: Renegade Alert HUD Update
Posted by htmlgod on Fri, 22 Oct 2004 11:51:05 GMT
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Hmmm, that's a very nice touch. I applaud you, Aircraftkiller and Silent Kane. However, I must agree that the texture for the HUD is kind of plain. If its going to take up that much space, I'd like to see something a bit more interesting. Surely you can do better than generic silvery metal.

Subject: Renegade Alert HUD Update
Posted by Renardin6 on Fri, 22 Oct 2004 15:14:00 GMT
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Maybe simply call Darkblade and use the same theme for the hud as the one of the control bar of Red Alert...

Subject: Renegade Alert HUD Update
Posted by Aircraftkiller on Fri, 22 Oct 2004 19:56:05 GMT
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It's not even done as I said before. Before the release it will get modified and I will end up showing additional images of it.