
Subject: HUD W3D Files
Posted by [JeepRubi](#) on Sun, 28 Jan 2007 18:14:55 GMT
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Does anyone know what W3D files(s) are used for the hud in game?

Subject: Re: HUD W3D Files
Posted by [Ryu](#) on Sun, 28 Jan 2007 19:11:24 GMT
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No Sir!

I believe they are .DDS!

Subject: Re: HUD W3D Files
Posted by [Zion](#) on Sun, 28 Jan 2007 23:42:04 GMT
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Why have 3D meshes for a still 2D object?

They're alpha channeled .dds files.

Subject: Re: HUD W3D Files
Posted by [JeepRubi](#) on Mon, 29 Jan 2007 01:22:44 GMT
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Their flat planes wit alpha channels on them, all arranged. Everything in renegade exopt basic text is a w3d with a texture on it. The main menue is a plane with a texture on it and a a camara looking at it.

Subject: Re: HUD W3D Files
Posted by [Viking](#) on Mon, 29 Jan 2007 01:40:08 GMT
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WHAT! Can we change the menu to look all coolish than? What is it called?

Subject: Re: HUD W3D Files
Posted by [JeepRubi](#) on Mon, 29 Jan 2007 02:53:27 GMT
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THAT IS WHAT IM ASKING!

Subject: Re: HUD W3D Files
Posted by [Jerad2142](#) on Mon, 29 Jan 2007 02:59:36 GMT
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Just modify the .dds files.

Subject: Re: HUD W3D Files
Posted by [Veyrdite](#) on Mon, 29 Jan 2007 03:58:08 GMT
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hud_main.dds for the hud. also includes unit healthbars.
coll if we could set up the menu camera to skew it all up! maybe its in cameras.ini

Subject: Re: HUD W3D Files
Posted by [Tunaman](#) on Mon, 29 Jan 2007 04:33:03 GMT
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He knows there are the .dds files.. He's looking for the HUD w3d's

Subject: Re: HUD W3D Files
Posted by [jonwil](#) on Mon, 29 Jan 2007 12:04:17 GMT
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There are no W3D files for the HUD at all.

Subject: Re: HUD W3D Files
Posted by [Jerad2142](#) on Mon, 29 Jan 2007 14:34:36 GMT
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jonwil wrote on Mon, 29 January 2007 05:04 There are no W3D files for the HUD at all.

He is wright, but I do wish there was a way to add w3d files to the HUD, you could add some real cool stuff then.

Subject: Re: HUD W3D Files
Posted by [Tunaman](#) on Mon, 29 Jan 2007 18:23:03 GMT
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So the HUD is hardcoded into scripts.dll or something?

Subject: Re: HUD W3D Files
Posted by [Zion](#) on Mon, 29 Jan 2007 18:28:19 GMT
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Through alpha channeled dds files yes.

Subject: Re: HUD W3D Files
Posted by [Tunaman](#) on Mon, 29 Jan 2007 18:32:18 GMT
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sigh Yes, I know that it uses alpha-channeled DDS files.. I'm talking about how the game knows where and in which order to render each part of the dds file. :\

Subject: Re: HUD W3D Files
Posted by [Zion](#) on Mon, 29 Jan 2007 18:34:19 GMT
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Yes, it loads the dds file in quarters (like the menu background)

You can tell it where to load by changing where the visible parts of the skin goes.

Subject: Re: HUD W3D Files
Posted by [jonwil](#) on Mon, 29 Jan 2007 23:12:25 GMT
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How the HUD is drawn is handled through the code, its largely hard coded (unless you use my custom HUD stuff)
