Subject: Tiberium-planet hud [update]release
Posted by renalpha on Sat, 19 Jan 2008 17:44:02 GMT
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only for resolution 1152 X 864

link
http://tiberium-planet.com/forum/viewtopic.php?p=47#47

you need to register to download

you need scripts 3.4.4

you dont need to flame me for this resolution.

Subject: Re: Tiberium-planet hud [update]release
Posted by renalpha on Sat, 19 Jan 2008 17:44:56 GMT
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Used for other updates
-

This hud has a weaponimage feature,
+ weapon name text,

Copy and paste the following link in your adress bar
then select
tplhud1152864weaponimagefeature.rar

under progress, bug fixing

You need to register before you can download.

brought to you by tiberium-planet.com

Subject: Re: Tiberium-planet hud [update]release
Posted by Archcasp on Sun, 20 Jan 2008 04:34:42 GMT
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nice

Subject: Re: Tiberium-planet hud [update]release
Posted by renalpha on Sun, 20 Jan 2008 12:56:31 GMT
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update posted, check second replay

Subject: Re: Tiberium-planet hud [update]release
Posted by DL60 on Sun, 20 Jan 2008 14:23:55 GMT
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My Renegade crashs when I bail in a vehicle with your weaponimage-feature Hud.

Subject: Re: Tiberium-planet hud [update]release
Posted by renalpha on Sun, 20 Jan 2008 14:25:07 GMT
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yes just noticed that

Subject: Re: Tiberium-planet hud [update]release
Posted by Caveman on Sun, 20 Jan 2008 15:15:26 GMT
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Amazing how people find ways to make Renegade look worse then what it normally does.

Subject: Re: Tiberium-planet hud [update]release
Posted by DL60 on Sun, 20 Jan 2008 16:06:27 GMT
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Quote:yes just noticed that

Do know why I posted that without testing your hud?

I noticed that too - long time ago when I made my own hud with jw's bhs.dll and I wasn't able to fix that. Must be a mistake in JW's shaderhud script, bhs.dll or whatever.

It is better to create a hud directly in c++ like Sir Kane.

Subject: Re: Tiberium-planet hud [update]release
Posted by idebo on Wed, 23 Jan 2008 18:22:28 GMT

I prefer this one.

http://www.renhelp.net/index.php?load=Downloads&

gg

Subject: Re: Tiberium-planet hud [update]release
Posted by renalpha on Wed, 23 Jan 2008 18:57:34 GMT

its a good one yes, but i prefer to visually see how much hp i have instead of text,
and those health bars are too small.

Subject: Re: Tiberium-planet hud [update]release
Posted by cpjok on Thu, 24 Jan 2008 00:50:46 GMT

i know away to get them to work with RG but you need to have every map you use made into it

it looks messed up but if you get or make a blank hud first it sould be perfect

---

Subject: Re: Tiberium-planet hud [update]release
Posted by cpjok on Thu, 24 Jan 2008 05:01:19 GMT

Look I Can Get It To Work With RG

Here's SS

I Have Put A Blue Box Around The Bit aying I Am Useing RG

And By The Way It's A Very Good Hood

the credit part may be in wrong plae but i can easy open data folder and remove that bit rest is
perfect

Host (to cpjok): This is a "Half-RenGuard" Server. Non-RenGuard users can join and are able to cheat. You
!rg <nickname> to check someone's RenGuard status.
Host (to cpjok): You can use !forcerg <nickname> on a suspected cheater. 3 RenGuard users are required
suspected cheater to use RenGuard.
cpjok: !rg cpjok
(PM from BRenBot): cpjok is using RenGuard.

GAMEPLAY IS PENDING

cpjok
Recruit

100
100
Credits: 50
Time Remaining: 00:30:00
Purchase Terminal

Subject: Re: Tiberium-planet hud [update]release
Posted by cpjok on Thu, 24 Jan 2008 05:33:04 GMT

if i type here a list of maps i need the ini and DDS for will you make them

its cos this is a good hood and the server i am always on requirs renguard but i can get it to work with RG

and its new maps has loads of maps on non of the original

Subject: Re: Tiberium-planet hud [update]release
Posted by renalpha on Fri, 25 Jan 2008 11:38:17 GMT

i think you need to overwrite ALL the files , or i didnt added the right large credit part.

tell me what you did?

Subject: Re: Tiberium-planet hud [update]release
Posted by cpjok on Fri, 25 Jan 2008 16:33:25 GMT

? on the game its not messed up its perfect but if you take a ss on the ss it will look messed up

Subject: Re: Tiberium-planet hud [update]release
Posted by cpjok on Sat, 26 Jan 2008 00:54:29 GMT

ok what you mean what you did

Subject: Re: Tiberium-planet hud [update]release
Posted by BlueThen on Sat, 26 Jan 2008 00:57:32 GMT

USE THE FUCKING EDIT BUTTON!

Subject: Re: Tiberium-planet hud [update]release
Posted by cpjok on Sat, 26 Jan 2008 02:34:12 GMT

No I Fucking Won So F*ck Off

Subject: Re: Tiberium-planet hud [update]release
Posted by sadukar09 on Sat, 26 Jan 2008 12:51:13 GMT
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cpjok wrote on Fri, 25 January 2008 20:34No I Fucking Won So F*ck Off
cpjok you really are an idiot.

Subject: Re: Tiberium-planet hud [update]release
Posted by mrÃ£Ã§Ä·z   on Sat, 26 Jan 2008 14:43:06 GMT
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sadukar09 wrote on Sat, 26 January 2008 06:51cpjok wrote on Fri, 25 January 2008 20:34No I
Fucking Won So F*ck Off
cpjok you really are an idiot.

You are an idiot, you are that1 who talks only Bullshit fag. Cant you STFU for 1 Minute?

Subject: Re: Tiberium-planet hud [update]release
Posted by GEORGE ZIMMER on Sat, 26 Jan 2008 14:52:00 GMT
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MadRockz wrote on Sat, 26 January 2008 08:43sadukar09 wrote on Sat, 26 January 2008
06:51cpjok wrote on Fri, 25 January 2008 20:34No I Fucking Won So F*ck Off
cpjok you really are an idiot.

You are an idiot, you are that1 who talks only Bullshit fag. Cant you STFU for 1 Minute?

You are an idiot, you are that1 who talks only Bullshit fag. Cant you STFU for 1 Minute?

Subject: Re: Tiberium-planet hud [update]release
Posted by mrÃ£Ã§Ä·z   on Sat, 26 Jan 2008 14:58:11 GMT
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LMAO LMAo LMao Lmao lmao ...

Subject: Re: Tiberium-planet hud [update]release
Posted by renalpha on Sat, 26 Jan 2008 15:17:24 GMT
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STOP SPAMMING THIS THREAD!