
Subject: hud.ini
Posted by [Veyrdite](#) on Thu, 19 Jun 2008 08:38:06 GMT
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Where is the default/original renegade hud.ini file located? It's not in any of the always files.

I've found an old topic related to this written by Nero, but after PMing him for the answer he told me that he extracted his from reborn.

Subject: Re: hud.ini
Posted by [IronWarrior](#) on Thu, 19 Jun 2008 08:53:03 GMT
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always.dat

Can't be assed to look, but it's there.

Subject: Re: hud.ini
Posted by [danpaul88](#) on Thu, 19 Jun 2008 09:40:32 GMT
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There is no default hud.ini, it's a completely new file added with scripts.dll

Subject: Re: hud.ini
Posted by [IronWarrior](#) on Thu, 19 Jun 2008 12:57:24 GMT
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Oh hud.ini, I was thinking the hud files.

Subject: Re: hud.ini
Posted by [Veyrdite](#) on Fri, 20 Jun 2008 07:46:11 GMT
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danpaul88 wrote on Thu, 19 June 2008 19:40 There is no default hud.ini, it's a completely new file added with scripts.dll
So it'll be in the scripts zip file along with the source code?

Subject: Re: hud.ini
Posted by [danpaul88](#) on Fri, 20 Jun 2008 09:27:01 GMT

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No, most users don't need it, so it's not included. It was mainly intended for total conversion mods.

If you want to use it, just create a blank file by that name and add any of the settings you need to it.

Subject: Re: hud.ini

Posted by [Veyrdite](#) on Fri, 20 Jun 2008 10:01:21 GMT

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danpaul88 wrote on Fri, 20 June 2008 19:27No, most users don't need it, so it's not included. It was mainly intended for total conversion mods.

If you want to use it, just create a blank file by that name and add any of the settings you need to it.

The reason I wanted the file was so I could learn how it was scripted before finally doing it myself. I'll just have to use the reference from other mods.

Thanks anyway
