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Subject: how to make new huds  
Posted by [b00tz92](#) on Sat, 31 Jan 2009 08:00:12 GMT  
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can anyone teach me how to make the new gps huds and add stuff to them over msn or post here

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Subject: Re: how to make new huds  
Posted by [\\_SSnipe\\_](#) on Sat, 31 Jan 2009 08:14:56 GMT  
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I wish they would tell us...

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Subject: Re: how to make new huds  
Posted by [b00tz92](#) on Sat, 31 Jan 2009 08:21:59 GMT  
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Do i need to install the thing in this thread to change huds?

<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2> 4339

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Subject: Re: how to make new huds  
Posted by [\\_SSnipe\\_](#) on Sat, 31 Jan 2009 08:38:41 GMT  
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b00tz92 wrote on Sat, 31 January 2009 00:21Do i need to install the thing in this thread to change huds?

<http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2> 4339  
U dont have to unless you edit shaders.dll which you can do but you need to know c++  
other ways its possible without editing that dll

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Subject: Re: how to make new huds  
Posted by [b00tz92](#) on Sat, 31 Jan 2009 13:40:47 GMT  
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how do i do edit scripts without it

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Subject: Re: how to make new huds

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Posted by [cnc95fan](#) on Sat, 31 Jan 2009 14:18:42 GMT

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Decompile and work away at it.

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Subject: Re: how to make new huds

Posted by [b00tz92](#) on Sat, 31 Jan 2009 15:06:00 GMT

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how do u decompile it

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Subject: Re: how to make new huds

Posted by [ErroR](#) on Sat, 31 Jan 2009 15:41:57 GMT

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sticky > <http://www.renegadeforums.com/index.php?t=msg&th=26642&start=0&rid=2> 3758

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Subject: Re: how to make new huds

Posted by [b00tz92](#) on Sat, 31 Jan 2009 15:54:06 GMT

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ok how do i add building bars to a hud

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Subject: Re: how to make new huds

Posted by [ErroR](#) on Sat, 31 Jan 2009 15:55:26 GMT

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b00tz92 wrote on Sat, 31 January 2009 17:54ok how do i add building bars to a hud if that's what you want then don't even bother to ask, that's a cheat.

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Subject: Re: how to make new huds

Posted by [cAmpa](#) on Sat, 31 Jan 2009 16:08:19 GMT

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ErroR wrote on Sat, 31 January 2009 16:55b00tz92 wrote on Sat, 31 January 2009 17:54ok how do i add building bars to a hud if that's what you want then don't even bother to ask, that's a cheat.

It is not.

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Subject: Re: how to make new huds  
Posted by [ErroR](#) on Sat, 31 Jan 2009 16:10:56 GMT  
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cAmpa wrote on Sat, 31 January 2009 18:08ErroR wrote on Sat, 31 January 2009 16:55b00tz92 wrote on Sat, 31 January 2009 17:54ok how do i add building bars to a hud  
if that's what you want then don't even bother to ask, that's a cheat.

It is not.

ok, it's not a cheat, but considered as a cheat

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Subject: Re: how to make new huds  
Posted by [u6795](#) on Sat, 31 Jan 2009 16:23:03 GMT  
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You're coming in here and asking people to teach you shit that other people learned after months of experience on their own. Nobody is going to give you a magic link to become an expert on the subject. You have to learn it on your own.

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Subject: Re: how to make new huds  
Posted by [DL60](#) on Sat, 31 Jan 2009 16:51:59 GMT  
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I wanted to write a tutorial but I have no time atm.

In addition it is a shitload of work to write a tutorial especially for this topic here (and not in my mothertongue).

Edit: It took me three weeks to learn from bhs.txt how to make HUDs. So we have something like a tutorial.

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Subject: Re: how to make new huds  
Posted by [dr3w2](#) on Sat, 31 Jan 2009 16:54:41 GMT  
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Writing a tutorial on how to modify shaders.dll and use hud.ini to your liking could probably be done , just to give the general aspect of what is involved. However using examples like the building bar codes would clearly make the source public for other people to abuse.

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Subject: Re: how to make new huds

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Posted by [b00tz92](#) on Sat, 31 Jan 2009 17:20:05 GMT

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so do i ABSOLUTELY need to know c++ to make these huds or, can i learn from BHS.txt

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Subject: Re: how to make new huds

Posted by [cnc95fan](#) on Sat, 31 Jan 2009 17:21:29 GMT

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Get a disassembler such as IDA and learn assembly, the only other workaround for C++.

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Subject: Re: how to make new huds

Posted by [b00tz92](#) on Sat, 31 Jan 2009 17:31:57 GMT

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is it hard

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Subject: Re: how to make new huds

Posted by [DL60](#) on Sat, 31 Jan 2009 17:36:45 GMT

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1. You need no programming skills if you want to create HUD with the existing shaders.dll
2. You need them if you want to add completely new features.

I recommend you to analyse existing HUDs (hud.ini and so on) and reading the important parts of bhs.txt.

@andr3w282: It wasn't planned as c-tutorial to show people how to modify shaders.dll ~.~ Annd I have absolutly no motivation to write a such tutorial when I read all these senseless disucussions around that here.

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Subject: Re: how to make new huds

Posted by [b00tz92](#) on Sat, 31 Jan 2009 17:55:07 GMT

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so without any programming experience i can make building bars?

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Subject: Re: how to make new huds

Posted by [Spyder](#) on Sat, 31 Jan 2009 18:00:12 GMT

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No, you can't. Hud will building bars is considered a cheat, so don't bother making it. There is like nobody here, not even Scrin I think, who wants to help you creating a cheat hud. Even Scrin just creates them to show off.

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Subject: Re: how to make new huds  
Posted by [DL60](#) on Sat, 31 Jan 2009 18:02:25 GMT  
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Quote:so without any programming experience i can make building bars?  
No that is a new feature which need to be programmed but as you can read, a lot of people consider is as cheat. So you will get NO help with this.

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Subject: Re: how to make new huds  
Posted by [dr3w2](#) on Sat, 31 Jan 2009 18:25:00 GMT  
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DimitryK (Nero) wrote on Sat, 31 January 2009 12:00 Even Scrin just creates them to show off. Scrin actually didn't make any building bars code at all, he even PM'd me asking for mine ( I refused of course )

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Subject: Re: how to make new huds  
Posted by [cAmpa](#) on Sat, 31 Jan 2009 19:07:33 GMT  
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He is only good at creating fake pictures.

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Subject: Re: how to make new huds  
Posted by [mr£Ä\\$Ä-z](#) on Sat, 31 Jan 2009 19:10:05 GMT  
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cAmpa wrote on Sat, 31 January 2009 13:07He is only good at crating fake pictures.

Proof?

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Subject: Re: how to make new huds  
Posted by [Altzan](#) on Sat, 31 Jan 2009 19:19:15 GMT  
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Does anyone know how difficult it is to create a new HUD skin? You know, like the ones you can

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get at Game-Maps or wherever, where the only changes are how it looks (like a picture in the radar part, a different icon for the shields, etc etc)

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