
Subject: {Request}

Posted by [anant](#) on Wed, 10 Jun 2009 23:28:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Could I get a nice, clean GPS hud for a resolution of: 136x786 please?

Thanks

Subject: Re: {Request}

Posted by [u6795](#) on Wed, 10 Jun 2009 23:44:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

anant wrote on Wed, 10 June 2009 19:28: Could I get a nice, clean GPS hud for a resolution of: 136x786 please?

Thanks

What the fuck are you playing Renegade on? A cell phone?

Subject: Re: {Request}

Posted by [resistor1](#) on Thu, 11 Jun 2009 00:04:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

LOL

Subject: Re: {Request}

Posted by [_SSnipe_](#) on Thu, 11 Jun 2009 00:36:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

anant wrote on Wed, 10 June 2009 16:28: Could I get a nice, clean GPS hud for a resolution of: 136x786 please?

Thanks

I hope I see a type

Subject: Re: {Request}

Posted by [Altzan](#) on Thu, 11 Jun 2009 02:31:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Must be a tall cell phone.

Toggle Spoiler

File Attachments

1) [6.bmp](#), downloaded 370 times

Subject: Re: {Request}
Posted by [nopol10](#) on Thu, 11 Jun 2009 02:38:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think he means 1366 x 768, which is the resolution for HD-Ready TVs.

Subject: Re: {Request}
Posted by [slosha](#) on Thu, 11 Jun 2009 02:43:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

just get deathlink's hud.. andr3w's fix is resolution independent.

Subject: Re: {Request}
Posted by [dr3w2](#) on Thu, 11 Jun 2009 03:16:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

2GLOCK9S wrote on Wed, 10 June 2009 21:43just get deathlink's hud.. andr3w's fix is resolution independent.

Actually I never fixed the resolution independent, someone else did (possibly deathlink?) (all it does is look for a negative value then offset it from the resolution width anyways) . My version made it work with renguard, and I released a packaged version with some other minor releases such as saberhawks notifications... also with my changes to hud.ini in terms of styling

Subject: Re: {Request}
Posted by [anant](#) on Thu, 11 Jun 2009 03:47:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOOOL
i ment 1360x768

Subject: Re: {Request}
Posted by [ErroR](#) on Thu, 11 Jun 2009 08:55:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

i lol'd

Subject: Re: {Request}
Posted by [Altzan](#) on Thu, 11 Jun 2009 14:34:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I was hoping that was a mistype

Subject: Re: {Request}

Posted by [slosha](#) on Thu, 11 Jun 2009 18:58:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

andr3w282 wrote on Wed, 10 June 2009 22:16 GLOCK9S wrote on Wed, 10 June 2009 21:43 just get deathlink's hud.. andr3w's fix is resolution independent.

Actually I never fixed the resolution independent, someone else did (possibly deathlink?) (all it does is look for a negative value then offset it from the resolution width anyways) . My version made it work with renguard, and I released a packaged version with some other minor releases such as saberhawks notifications... also with my changes to hud.ini in terms of styling ooh... i see
