

---

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 372 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 [slosa](#) 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

---