Subject: Creating a Hud
Posted by bo3hse on Wed, 26 Aug 2009 18:30:35 GMT
View Forum Message <> Reply to Message

HEllo ppl,
I´m new here in this forum or lets say new in writing here.

So my question is how exactly i can create a hud with paint shop pro and hud ini, what i have to do?
I know about the BHS.DLL readme. but it isnt a discription how i can edit the images from the Hud (GPS Hud) and how i can find out what size the things have, i mean how to configurate the exact potions, i know in the hud ini but maybe it gives a little programm to see the hud complete.
I hope you know what i mean and thanks for helping me.

---

Subject: Re: Creating a Hud
Posted by Kimb on Wed, 26 Aug 2009 18:42:07 GMT
View Forum Message <> Reply to Message

you could try Renegadehelp

---

Subject: Re: Creating a Hud
Posted by bo3hse on Wed, 26 Aug 2009 18:55:25 GMT
View Forum Message <> Reply to Message

there i cant find anythink about the creation of a hud

---

Subject: Re: Creating a Hud
Posted by Ethenal on Thu, 27 Aug 2009 01:06:26 GMT
View Forum Message <> Reply to Message

Well, in most cases you have to modify shaders.dll... so I'll just ask this: do you know C++?

---

Subject: Re: Creating a Hud
Posted by bo3hse on Thu, 27 Aug 2009 02:17:42 GMT
View Forum Message <> Reply to Message

ehm i thing you only need to modify shaders.dll if you want to make new options in the hud for examples Building Bars and not for making a own Hud or is that wrong?
And no i cant c++ full but i can modify things.

---

## Subject: Re: Creating a Hud
Posted by Omar007 on Thu, 27 Aug 2009 14:18:49 GMT

View Forum Message <> Reply to Message

bo3hse wrote on Thu, 27 August 2009 04:17ehm i thing you only need to modify shaders.dll if you want to make new options in the hud for examples Building Bars and not for making a own Hud or is that wrong?
And no i cant c++ full but i can modify things.
No your are right. If you just want to modify the look of it you'll have to change hud_main.dds

You'll only have to do C++ programming if you want to add counters, building bars etc.

## Subject: Re: Creating a Hud
Posted by bo3hse on Thu, 27 Aug 2009 15:19:24 GMT

View Forum Message <> Reply to Message

thanks now my question is answered.