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Subject: [Hud] Simple Hud

Posted by [crysis992](#) on Mon, 30 Nov 2009 16:08:17 GMT

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Hello,

i made a simple hud and want to release it here.

Possible to use in all resolutions, i tested the resolutions from 800x600 to 1440x900.

ss is in the spoiler

Toggle Spoiler

shaders.dll made by campa, i uploaded the shaders.dll from D6Hud so it does not support buildingbar feature.

Textures made by Scrin

Some comments would be nice

,  
crysis992

This are the map overview files for the hud, you need it to

<http://www.fileden.com/files/2008/11/11/2182522/MapOverviewPack.zip>

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### File Attachments

1) [crysis\\_HUD.zip](#), downloaded 308 times

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Subject: Re: [Hud] Simple Hud

Posted by [reborn](#) on Mon, 30 Nov 2009 17:07:49 GMT

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Source code needs to be released.

Very nice HUD.

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Subject: Re: [Hud] Simple Hud

Posted by [crysis992](#) on Mon, 30 Nov 2009 17:33:20 GMT

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reborn wrote on Mon, 30 November 2009 11:07Source code needs to be released. :)0

kk updated the zip with the source folder from D6 hud.

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Subject: Re: [Hud] Simple Hud  
Posted by [Stefan](#) on Mon, 30 Nov 2009 17:57:23 GMT  
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Me likey. too bad it doesn't support any higher resolutions.

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Subject: Re: [Hud] Simple Hud  
Posted by [Scrin](#) on Mon, 30 Nov 2009 18:03:18 GMT  
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crysis992 wrote on Mon, 30 November 2009 10:08Hello,

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if you are gona copy and release my huds, then ATLEAST give me credits...Like: "this is Scrin's style/theme/textures..."

good luck

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Subject: Re: [Hud] Simple Hud  
Posted by [crysis992](#) on Mon, 30 Nov 2009 18:48:19 GMT  
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Communist Infiltrator wrote on Mon, 30 November 2009 12:03crysis992 wrote on Mon, 30 November 2009 10:08Hello,

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good luck

how did i copy your hud?  
i just used the radar texture, not more.  
But okay if ya want  
first post updated

Quote:Me likey. Very Happy too bad it doesn't support any higher resolutions.

Try it out, it should support higher resolutions, i said i didnt tested it at higher not it dont work at higher

---

Subject: Re: [Hud] Simple Hud  
Posted by [Kimb](#) on Mon, 30 Nov 2009 19:12:36 GMT  
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cant realllllly say i liked it

---

Subject: Re: [Hud] Simple Hud  
Posted by [reborn](#) on Mon, 30 Nov 2009 19:52:22 GMT  
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Communist Infiltrator wrote on Mon, 30 November 2009 13:03  
if you are gona copy and release my huds, then ATLEAST give me credits...Like: "this is Scrin's style/theme/textures..."

good luck

LOL, so now if anything is your style, you should be credited?

Please define what your style is. You're Russian for Gods sake, stop acting like such a Captilist pig. I can't believe you can't even be a Commy without failing.

---

Subject: Re: [Hud] Simple Hud

Posted by [RMCool13](#) on Mon, 30 Nov 2009 23:19:37 GMT

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reborn wrote on Mon, 30 November 2009 13:52Communist Infiltrator wrote on Mon, 30 November 2009 13:03

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LOL Burnnnnnnn

---

Subject: Re: [Hud] Simple Hud

Posted by [Distrbd21](#) on Tue, 01 Dec 2009 00:39:40 GMT

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RMCool13 wrote on Mon, 30 November 2009 17:19reborn wrote on Mon, 30 November 2009 13:52Communist Infiltrator wrote on Mon, 30 November 2009 13:03

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good luck

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LOL Burnnnnnnn  
Burnnnnn my ass that is OWN3D

Edit: btw i love the hud using it now ty.

---

Subject: Re: [Hud] Simple Hud  
Posted by [Killgeak](#) on Wed, 02 Dec 2009 19:30:09 GMT  
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nice hud,  
and wasnt scrin the dude that took skins from other people and claimed them as his own?

---

Subject: Re: [Hud] Simple Hud  
Posted by [reborn](#) on Wed, 02 Dec 2009 20:51:42 GMT  
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Killgeak wrote on Wed, 02 December 2009 14:30nice hud,  
and wasnt scrin the dude that took skins from other people and claimed them as his own?

Yes.

---

Subject: Re: [Hud] Simple Hud  
Posted by [slosha](#) on Wed, 02 Dec 2009 21:35:45 GMT  
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If your going to put an overhead radar onto the original HUD, don't use shitty graphics for it.

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Subject: Re: [Hud] Simple Hud  
Posted by [TORN](#) on Thu, 03 Dec 2009 16:46:12 GMT  
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reborn wrote on Mon, 30 November 2009 14:52Communist Infiltrator wrote on Mon, 30 November 2009 13:03

if you are gona copy and release my huds, then ATLEAST give me credits...Like: "this is Scrin's style/theme/textures..."

good luck

LOL, so now if anything is your style, you should be credited?  
Please define what your style is. You're Russian for Gods sake, stop acting like such a Captilist pig. I can't believe you can't even be a Commy without failing.

LMFAO

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Subject: Re: [Hud] Simple Hud  
Posted by [\\_SSnipe\\_](#) on Thu, 03 Dec 2009 16:47:44 GMT  
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reborn wrote on Wed, 02 December 2009 12:51Killgeak wrote on Wed, 02 December 2009 14:30nice hud,  
and wasnt scrin the dude that took skins from other people and claimed them as his own?

Yes.

Thats only 1% of the story's lol jk

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Subject: Re: [Hud] Simple Hud  
Posted by [Canadacdn](#) on Fri, 04 Dec 2009 00:37:30 GMT  
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It's bad. The radar is off-center, and most of the other graphics have just been ripped right out of the default HUD.

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Subject: Re: [Hud] Simple Hud  
Posted by [crysis992](#) on Fri, 04 Dec 2009 11:58:02 GMT  
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ya and? someone on st0rm gaming requested a hud like this, so i made it.

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Subject: Re: [Hud] Simple Hud  
Posted by [Distrbd21](#) on Tue, 15 Dec 2009 03:29:02 GMT  
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forgot to ask but does this hud turn off like the default?

hope it does so i can use it i changed the hud i have from that to a diff one before i tested it., if not is there away to get it to?

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Subject: Re: [Hud] Simple Hud

Posted by [Tunaman](#) on Tue, 15 Dec 2009 04:46:36 GMT

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You can add one line of code to shaderhud.cpp to make custom HUDs made by HUD.ini work properly with hud toggling commands.

```
if(!(*(bool *)0x8124b4)) return; //return if IsHudShown == false
```

You can just add this at the top of the UpdateHUD2() function.

What this does is check if the value at 0x8124b4(the address of IsHudShown) is 0, if it is 0 then it just exits the function. ^^

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Subject: Re: [Hud] Simple Hud

Posted by [Distrbd21](#) on Tue, 15 Dec 2009 22:02:49 GMT

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Tunaman wrote on Mon, 14 December 2009 22:46You can add one line of code to shaderhud.cpp to make custom HUDs made by HUD.ini work properly with hud toggling commands.

```
if(!(*(bool *)0x8124b4)) return; //return if IsHudShown == false
```

You can just add this at the top of the UpdateHUD2() function.

What this does is check if the value at 0x8124b4(the address of IsHudShown) is 0, if it is 0 then it just exits the function. ^^

can you put that in there and give me a copy of the scripts.dll i no longer have the tools to do it, reformatd pc.

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