Posted by Gen_Blacky on Sun, 17 Jan 2010 21:10:08 GMT
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okay this is what I want to do. I want to be able to apply different textures depending on the players team. So for example if I had it reading from hud.ini to get GDITextureName=medtank.dds it would show a med tank and if the player was nod the image would change according to the string its getting from the hud.ini, NODTextureName=nodtank.dds. Do I have to add a seprate texture count for each one or can I add them to the current texture count? It kept crashing when I added it to the current texture count. I would appreciate any help on this. Then people could apply different hud textures for each player side.

File Attachments
1) texture.jpg, downloaded 478 times

ADMINBLAC

65

Subject: Re: Hud Help
Posted by Sir Kane on Sun, 17 Jan 2010 22:33:21 GMT
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Clear advantage right there.

Subject: Re: Hud Help
Posted by Sean on Sun, 17 Jan 2010 22:42:24 GMT
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Wow that is one sexi hud.

Subject: Re: Hud Help
Posted by Gen_Blacky on Sun, 17 Jan 2010 23:06:19 GMT
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Sir Kane wrote on Sun, 17 January 2010 16:33Clear advantage right there.

whats the advantage you see the team vehicle count?

Subject: Re: Hud Help
Posted by IAmFenix on Mon, 18 Jan 2010 16:17:47 GMT
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Sir Kane wrote on Mon, 18 January 2010 00:33Clear advantage right there.
What advantage? I thought radar map and proxies + radar map + building bars were OBVIOUSLY
not advantages.

Subject: Re: Hud Help
Posted by ErroR on Mon, 18 Jan 2010 17:16:55 GMT
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IAmFenix wrote on Mon, 18 January 2010 18:17Sir Kane wrote on Mon, 18 January 2010
00:33Clear advantage right there.
What advantage? I thought radar map and proxies + radar map + building bars were OBVIOUSLY
not advantages.
you're taking that comment way to serious, he's just bitchin.

Subject: Re: Hud Help

Posted by Sir Kane on Mon, 18 Jan 2010 17:35:57 GMT
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Gen_Blacky wrote on Sun, 17 January 2010 17:06Sir Kane wrote on Sun, 17 January 2010 16:33Clear advantage right there.

whats the advantage you see the team vehicle count?

Well, if you can't build one, but your team's current count is below limit, you know how many the enemy has!

Subject: Re: Hud Help
Posted by Omar007 on Mon, 18 Jan 2010 17:43:18 GMT
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Sir Kane wrote on Mon, 18 January 2010 18:35Gen_Blacky wrote on Sun, 17 January 2010 17:06Sir Kane wrote on Sun, 17 January 2010 16:33Clear advantage right there.

whats the advantage you see the team vehicle count?

Well, if you can't build one, but your team's current count is below limit, you know how many the enemy has!

Subject: Re: Hud Help
Posted by Gen_Blacky on Mon, 18 Jan 2010 18:03:30 GMT
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Sir Kane wrote on Mon, 18 January 2010 18:35Gen_Blacky wrote on Sun, 17 January 2010 17:06Sir Kane wrote on Sun, 17 January 2010 16:33Clear advantage right there.

whats the advantage you see the team vehicle count?

Well, if you can't build one, but your team's current count is below limit, you know how many the enemy has!

wouldn't the limit still be 8 even if the other team had your vehicles. If so then you wouldn't really know if the enemy team had any of your vehicles.

Edit
I tested it out and even if nod has the vehicle it still counts on the vehicle counter. It might work different on modified servers since this is just a lan game. The counter doesn't currently get the current vehicles when the player is in a vehicle that could be another reason.

File Attachments
1) ok.jpg, downloaded 670 times

Subject: Re: Hud Help
Posted by Raptor RSF on Mon, 18 Jan 2010 18:28:09 GMT
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Already had that texture change on team feature on my planlist.
I will be making it this month probebly. Well, i dont expect that it will be hard to code.

First i have to finish my exam week -.-

Subject: Re: Hud Help
Posted by Gen_Blacky on Mon, 18 Jan 2010 18:33:37 GMT
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Raptor RSF wrote on Mon, 18 January 2010 19:28Already had that texture change on team feature on my planlist.
I will be making it this month probebly. Well, i dont expect that it will be hard to code.

First i have to finish my exam week -.-

I tried implementing it a couple times but always have problems when i call for the new texture.

Subject: Re: Hud Help
Posted by Raptor RSF on Mon, 18 Jan 2010 19:11:09 GMT
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I know it can be done somehow. And if the classic techniqe fails, I will try to find a solution.