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**Subject:** Is anyone using my tutorials?

Posted by [jonwil](#) on Thu, 27 Feb 2014 08:25:08 GMT

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Is anyone using my tutorials?

Is it worth continuing with them?

Has anyone done anything with the collision tutorial I posted the other day?

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**Subject:** Re: Is anyone using my tutorials?

Posted by [Gen\\_Blacky](#) on Thu, 27 Feb 2014 08:32:56 GMT

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I have been using them

been using some of the new collision groups for sometime now.

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**Subject:** Re: Is anyone using my tutorials?

Posted by [Mauler](#) on Thu, 27 Feb 2014 09:49:50 GMT

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I've used every one except the construction yard and collisions.. But I will be doing both soon... We have already developed one map with most of the items you wrote up and other on the way with the team visibility objects... we plan on having more! Some of our other mappers are in development of various maps.. one is even waiting on the naval yard tutorial to finish up his very excellent mini-mod map

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**Subject:** Re: Is anyone using my tutorials?

Posted by [zunnie](#) on Sun, 02 Mar 2014 08:39:03 GMT

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I use them yes, nice work.

Much needed to for continueing to add more new interesting things into renegade.

Still waiting for the building restore thing though.

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**Subject:** Re: Is anyone using my tutorials?

Posted by [Stallion](#) on Tue, 04 Mar 2014 17:51:01 GMT

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zunnie wrote on Sun, 02 March 2014 03:39

Still waiting for the building restore thing though.

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Subject: Re: Is anyone using my tutorials?  
Posted by [Jerad2142](#) on Sun, 04 May 2014 16:45:51 GMT  
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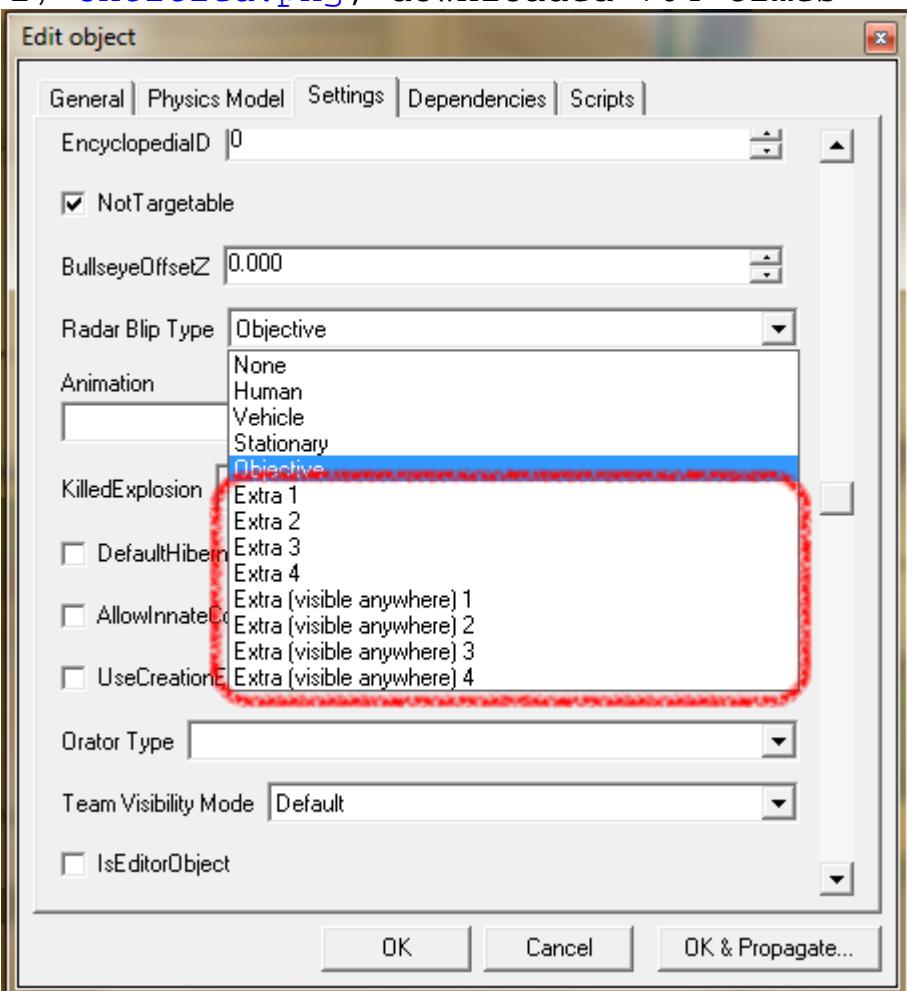
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I'd like a tutorial on how to implement these if possible:

I assume you need another texture in the .mix for them to load from, but I can't find any documentation related to it.

### File Attachments

1) [Untitled.png](#), downloaded 704 times



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Subject: Re: Is anyone using my tutorials?  
Posted by [jonwil](#) on Tue, 06 May 2014 07:56:22 GMT  
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Those only work if you are using the custom hud.ini hud, not if you are using the stock radar.

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Subject: Re: Is anyone using my tutorials?

Posted by [Jerad2142](#) on Thu, 08 May 2014 06:09:11 GMT

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I glanced at the Hud.ini in my LE folder but I didn't really see any entries for it, sure its documented in there?

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Subject: Re: Is anyone using my tutorials?

Posted by [danpaul88](#) on Thu, 08 May 2014 07:15:21 GMT

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Nobody ever said it was documented, just that it needs some hud.ini changes. There isn't much documentation for a lot of things in 4.x, but you could try looking at custom hud.ini files that others have made to compare.

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Subject: Re: Is anyone using my tutorials?

Posted by [Jerad2142](#) on Thu, 08 May 2014 19:28:47 GMT

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danpaul88 wrote on Thu, 08 May 2014 01:15Nobody ever said it was documented, just that it needs some hud.ini changes. There isn't much documentation for a lot of things in 4.x, but you could try looking at custom hud.ini files that others have made to compare.

I recommend documenting anything you want people to use, its a pain in the butt to find a mod that does something, then have to dig through their data files to see how they do it (assuming you can even guess what files they do it in). As an additional deterrent there is always the chance that that mod might have some special code that won't work for Ren so the whole thing is just a big waste of time.

But anyways, I dug through APB's HUD.ini because I figured if anyone used it would be them, but it only looks like they have 5 entries so I doubt they make use of it:

BlipTexture=radarblips.tga

RadarBlip0Top=0

RadarBlip0Left=0

RadarBlip1Top=0

RadarBlip1Left=8

...

RadarBlipColor0=2

RadarBlipColor1=9

...

So I guess it might be possible that the extra blips are numbers 6-14, but I kind of feel like I've

already wasted enough time.

So instead I would like to request documentation (or at least a listing) of all the possible keywords in hud.ini (I know a lot of them have been listed over the years, but I've forgotten most, and I see plenty in APB's that I never remember seeing before).

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**Subject: Re: Is anyone using my tutorials?**

Posted by [danpaul88](#) on Fri, 09 May 2014 08:36:04 GMT

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Jerad Gray wrote on Thu, 08 May 2014 20:28  
danpaul88 wrote on Thu, 08 May 2014 01:15  
Nobody ever said it was documented, just that it needs some hud.ini changes. There isn't much documentation for a lot of things in 4.x, but you could try looking at custom hud.ini files that others have made to compare.

I recommend documenting anything you want people to use

Preeching to the choir there... I've been pushing for documentation for lots of things but it's slow going and there is a heck of a lot of legacy stuff with little to no documentation available. I'll look into doing something for hud.ini keywords but it basically involves me finding where they are used in the code to figure out what it looks like they're probably doing

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**Subject: Re: Is anyone using my tutorials?**

Posted by [jonwil](#) on Fri, 09 May 2014 11:55:53 GMT

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Most of the relevant code for the stuff in hud.ini should be in shaderhud.cpp

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**Subject: Re: Is anyone using my tutorials?**

Posted by [danpaul88](#) on Fri, 09 May 2014 12:42:19 GMT

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yeah, I've started working on some documentation for hud.ini keywords and will do tt.ini next but it'll take some time.

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**Subject: Re: Is anyone using my tutorials?**

Posted by [Gen\\_Blacky](#) on Fri, 09 May 2014 16:01:04 GMT

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