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Subject: Re: Ingame Text Colors

Posted by [\\_SSnipe\\_](#) on Wed, 09 Apr 2008 21:00:25 GMT

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its not working for me im using that hud that was relased and here wat i got

[General]

TextureCount=3

EnableRadar=true

BackgroundTexture=game\_radar.tga

DrawCompassLine=false

BlipTexture=game\_radar.tga

ScrollingRadarMap=true

HideInfoBox=false

NodHouseRed=0

NodHouseGreen=0

NodHouseBlue=255

GDIHouseRed=0

GDIHouseGreen=255

GDIHouseBlue=0

PrivateMessageRed=0

PrivateMessageGreen=0

PrivateMessageBlue=255

PublicMessageRed=255

PublicMessageGreen=255

PublicMessageBlue=255

DisableCostMultiplier=

BuildTimeDelay=Green

VehicleOwnershipDisable=

VehicleBuildingDisable=

Unsquishable=

UnsquishableArmor=

ShieldEnabled=true

ShieldVisible=true

ShieldXPos=310

ShieldYPos=-57

ShieldFont=font12x16.tga

ShieldColor=9

ShieldColorCount=4

ShieldBarEnabled=true

ShieldBarVisible=true

ShieldBarEmptyVisible=false

ShieldBarColor=9

ShieldXOffset=

ShieldYOffset=

ShieldBarColorCount=4

ShieldBarTexture=game\_hud.tga

ShieldBarXPos=231

ShieldBarYPos=-87  
ShieldBarTop=256  
ShieldBarLeft=1  
ShieldBarBottom=301  
ShieldBarRight=100  
HealthEnabled=true  
HealthVisible=true  
HealthXPos=310  
HealthYPos=-97  
HealthFont=font12x16.tga  
HealthColor=6  
HealthColorCount=3  
HealthBarEnabled=true  
HealthBarVisible=true  
HealthBarEmptyVisible=false  
HealthBarColor=12  
HealthBarColorCount=2  
HealthBarTexture=game\_hud.tga  
HealthBarXPos=231  
HealthBarYPos=-128  
HealthBarTop=256  
HealthBarLeft=1  
HealthBarBottom=301  
HealthBarRight=100  
HealthIconEnabled=false  
HealthIconvisible=true  
HealthIconColor=9  
HealthIconColorCount=3  
HealthIconTexture=Game\_hud.tga  
HealthIconXPosition=500  
HealthIconYPosition=100  
HealthIconTop=700  
HealthIconLeft=200  
HealthIconBottom=180  
HealthIconRight=1120  
EnableCredits=false  
CreditsXPos=500  
CreditsYPos=-50  
CreditsFont=  
CreditsColor=1  
CreditsStringID=10000  
EnableTime=false  
TimeXPos=530  
TimeYPos=-30  
TimeFont=  
TimeColor=2  
TimeStringID=00:30:00  
ClipEnabled=true

ClipVisible=true  
ClipXPos=930  
ClipYPos=-36  
ClipFont=FONT12x16.TGA  
BulletEnabled=true  
BulletVisible=true  
BulletXPos=930  
BulletYPos=-68  
BulletFont=FONT12x16.TGA  
ScrollingMapTexture=Empty.tga  
ScrollingMapOffsetX=0  
ScrollingMapOffsetY=0  
ScrollingMapScale=1.62  
ScrollingMap=true  
WeaponEnabled=true  
WeaponVisible=false  
WeaponImageEnabled=true  
WeaponImageVisible=false  
WeaponImageXPos=820  
WeaponImageYPos=-125  
WeaponImageColor=6  
WeaponImageVehicleColor  
RadarRotate=true  
ColorCount=12  
BackgroundTop=0  
BackgroundLeft=0  
RadarBlip1Left=247  
RadarBlip1Top=77  
RadarBlip2Left=247  
RadarBlip2Top=93  
RadarBlip3Left=247  
RadarBlip3Top=85  
RadarBlip4Left=241  
RadarBlip4Top=103  
RadarBlip5Left=241  
RadarBlip5Top=114  
RadarBlipColor0=1  
RadarBlipColor1=2  
RadarBlipColor2=3  
RadarBlipColor3=4  
RadarBlipColor4=5  
RadarBlipColor5=6  
RadarBlipColor6=7  
RadarBlipColor7=8

EnableCompass=true  
CompassVisible=true  
CompassColor=9

CompassBarXPos=755  
CompassBarYPos=-72  
CompassXPos=940  
CompassYPos=-100

RadarSize=142  
RadarX=33  
RadarY=-188  
RadarWorldSize=25.5  
RadarVisible=true  
DrawStar=true

[HealthIconColor0]  
Color=1  
Value=30

[HealthIconColor1]  
Color=2  
Value=50

[HealthIconColor3]  
Color=12  
Value=101

[HealthColor0]  
Color=1  
Value=35

[HealthColor1]  
Color=2  
Value=0

[HealthColor2]  
Color=12  
Value=101

[HealthBarColor0]  
Color=1  
Value=30

[HealthBarColor1]  
Color=11  
Value=40

[HealthBarColor2]  
Color=12  
Value=101

[ShieldColor0]

Color=9

Value=10

[ShieldColor1]

Color=12

Value=50

[ShieldColor2]

Color=11

Value=75

[ShieldColor3]

Color=10

Value=101

[ShieldBarColor0]

Color=9

Value=10

[ShieldBarColor1]

Color=12

Value=50

[ShieldBarColor2]

Color=11

Value=75

[ShieldBarColor3]

Color=10

Value=101

[Texture0]

TextureName=game\_hud.dds

QuadCount=1

Quad0Color=9

Quad0XPos=3

Quad0YPos=-280

Quad0Top=0

Quad0Left=0

Quad0Bottom=256

Quad0Right=500

[Texture1]

TextureName=game\_Weapon.tga

QuadCount=1

Quad0Color=9

Quad0XPos=600

Quad0YPos=-250  
Quad0Top=50  
Quad0Left=60  
Quad0Bottom=600  
Quad0Right=500

[Texture2]  
TextureName=game\_hud\_Credits.tga  
QuadCount=1  
Quad0Color=9  
Quad0XPos=334  
Quad0YPos=-194  
Quad0Top=50  
Quad0Left=60  
Quad0Bottom=600  
Quad0Right=500

[Color1]  
Red=200  
Green=0  
Blue=0

[Color2]  
Red=225  
Green=175  
Blue=65

[Color3]  
Red=225  
Green=225  
Blue=240

[Color4]  
Red=0  
Green=100  
Blue=0

[Color5]  
Red=0  
Green=0  
Blue=255

[Color6]  
Red=50  
Green=225  
Blue=50

[Color7]

Red=50  
Green=150  
Blue=250

[Color8]  
Red=150  
Green=50  
Blue=150

[Color9]  
Red=200  
Green=200  
Blue=200

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