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Subject: Health Color

Posted by [FynexFox](#) on Sun, 23 May 2004 18:59:52 GMT

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Ok, I got a request for a hud and its going well but I ran into a problem. He wants the heath color to be Blood Red, Helth Color as in green as good health, yellow as ok health, and red as bad heath, i know hw i will distiguis when he has good ok or bad heath, but what file controls those colors, if its other than a tga or dds, how do i edit that file, thanks a lot!

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Subject: Health Color

Posted by [E!](#) on Mon, 24 May 2004 07:56:20 GMT

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Go into Level Edit under Global Settings/HUD/HUD there are some colors like HealthHighColor, HealthMedColor, HealthLowColor and different others. Think that is what u searched for. changes there should be saved in conv10.cdb and objects.ddb file in the presets folder of your mod folder.

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Subject: Health Color

Posted by [FynexFox](#) on Mon, 24 May 2004 20:59:55 GMT

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hmm, but i mean i dont want it on only custom maps i made mor mods, but like, in mp so i cans till play online, it just shows up for me. that possible?

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