Subject: You can now change the color of both teams

Posted by jonwil on Sat, 04 Mar 2006 13:08:56 GMT

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See this image

Notice that GDI are now blue in the team display...
This also affects other places (like kills, team changes and anywhere else that reads the colors from this location).

This feature requires bhs.dll 2.4 on the client to work.

To make this work, you create a hud.ini file for your mod containing a [General] section with something similar to the following in it:
NodHouseRed=255
NodHouseGreen=0
NodHouseBlue=0
GDIHouseRed=119
GDIHouseGreen=143
GDIHouseBlue=255

As you can see, its values from 0 to 255 (0 = black, 255 = white)
Default Nod values are 255 red, 0 green, 0 blue
Default GDI values are 255 red, 204 green, 0 blue

The values in the example are what was used to generate the screenshot

Now any mod where red and yellow dont make sense for house colors can change them to something better

Oh and, as you can probobly tell by the name, hud.ini will be containing more ways to customize the HUD and what the player sees in-game

File Attachments
1) housecolor.png, downloaded 962 times

Awesome, Red Alert: A Path Beyond should use this.

Subject: Re: You can now change the color of both teams
Posted by terminator 101 on Sat, 04 Mar 2006 16:49:10 GMT
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idebo wrote on Sat, 04 March 2006 10:19Awesome, Red Alert: A Path Beyond should use this.

Subject: Re: You can now change the color of both teams
Posted by Kamuix on Sat, 04 Mar 2006 16:59:47 GMT
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Nice I love that idea for Renalert.

Subject: Re: You can now change the color of both teams
Posted by Napalmic on Sat, 04 Mar 2006 18:05:16 GMT
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Truely great!

Subject: Re: You can now change the color of both teams
Posted by blkhnd112 on Sat, 04 Mar 2006 20:45:31 GMT
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Couldn't you do that in Level edit?

Subject: Re: You can now change the color of both teams
Posted by Cat998 on Sat, 04 Mar 2006 21:01:17 GMT
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yes, but jonwil did it serverside

Subject: Re: You can now change the color of both teams
Posted by jonwil on Sat, 04 Mar 2006 22:38:44 GMT
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Actaully, no, this is done on the client.
But the numbers I changed cant be changed through leveledit, they are hardcoded into the game.

Subject: Re: You can now change the color of both teams
Posted by M1Garand8 on Sat, 04 Mar 2006 23:46:10 GMT
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idebo wrote on Sat, 04 March 2006 23:19Awesome, Red Alert: A Path Beyond should use this.

Seconded.

Subject: Re: You can now change the color of both teams
Posted by TD on Sat, 04 Mar 2006 23:49:30 GMT
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Great job Jonwil, looking forward to this.

Subject: Re: You can now change the color of both teams
Posted by JeepRubi on Sun, 05 Mar 2006 00:35:45 GMT
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Terminator 101 wrote on Sun, 05 March 2006 05:49idebo wrote on Sat, 04 March 2006 10:19Awesome, Red Alert: A Path Beyond should use this.

Subject: Re: You can now change the color of both teams
Posted by Kamuix on Sun, 05 Mar 2006 00:44:10 GMT
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Jeep Rubi wrote on Sat, 04 March 2006 19:35Terminator 101 wrote on Sun, 05 March 2006 05:49idebo wrote on Sat, 04 March 2006 10:19Awesome, Red Alert 2: Yuri's Revenge should use this.

Subject: Re: You can now change the color of both teams
Posted by JeepRubi on Sun, 05 Mar 2006 01:19:36 GMT
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You cant quote sombody saying something they diddn't say.

Subject: Re: You can now change the color of both teams
Posted by Viking on Sun, 05 Mar 2006 02:31:01 GMT
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Now make a better meteour script for servers to add or somthing cool!

Subject: Re: You can now change the color of both teams
Posted by TD on Sun, 05 Mar 2006 18:28:05 GMT
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Add a N00b-Detect0r + Auto-N00b-Kicker.

Subject: Re: You can now change the color of both teams
Posted by JeepRubi on Sun, 05 Mar 2006 23:35:50 GMT
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ef tey spelll ehne wrds rong cic dem k?

Subject: Re: You can now change the color of both teams
Posted by ben5015se on Mon, 06 Mar 2006 01:05:25 GMT
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Kamuix wrote on Sat, 04 March 2006 19:44Jeep Rubi wrote on Sat, 04 March 2006
19:35Terminator 101 wrote on Sun, 05 March 2006 05:49idebo wrote on Sat, 04 March 2006
10:19Awesome, Red Alert 2: Yuri's Revenge should use this.

Subject: Re: You can now change the color of both teams
Posted by terminator 101 on Mon, 06 Mar 2006 03:21:04 GMT
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Kamuix and ben5015se whatever are you smoking, stop smoking it! But if it is good, you can give
me some too.

Subject: Re: You can now change the color of both teams
Posted by JeepRubi on Mon, 06 Mar 2006 13:35:14 GMT
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ben5015se wrote on Sun, 05 March 2006 19:05Kamuix wrote on Sat, 04 March 2006 19:44Jeep Rubi wrote on Sat, 04 March 2006 19:35Terminator 101 wrote on Sun, 05 March 2006 05:49idebo wrote on Sat, 04 March 2006 10:19Awesome, Red Alert: A Path Beyond should use this.

Subject: Re: You can now change the color of both teams
Posted by Kamuix on Mon, 06 Mar 2006 13:43:46 GMT
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Jeep Rubi wrote on Mon, 06 March 2006 08:35ben5015se wrote on Sun, 05 March 2006 19:05Kamuix wrote on Sat, 04 March 2006 19:44Jeep Rubi wrote on Sat, 04 March 2006 19:35Terminator 101 wrote on Sun, 05 March 2006 05:49idebo wrote on Sat, 04 March 2006 10:19Awesome, Kamuix is cool.

Subject: Re: You can now change the color of both teams
Posted by Alexraptor on Mon, 06 Mar 2006 20:22:11 GMT
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does anyone even still play ren alert?

Subject: Re: You can now change the color of both teams
Posted by JeepRubi on Mon, 06 Mar 2006 23:55:08 GMT
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When some 1ns on i do.

Subject: Re: You can now change the color of both teams
Posted by Jaspah on Tue, 07 Mar 2006 04:30:03 GMT
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Kamuix wrote on Mon, 06 March 2006 08:43Jeep Rubi wrote on Mon, 06 March 2006 08:35ben5015se wrote on Sun, 05 March 2006 19:05Kamuix wrote on Sat, 04 March 2006 19:44Jeep Rubi wrote on Sat, 04 March 2006 19:35Terminator 101 wrote on Sun, 05 March 2006 05:49idebo wrote on Sat, 04 March 2006 10:19Awesome, Red Alert: A Path Beyond should use this.

Jaspah ftw.

Subject: Re: You can now change the color of both teams
Posted by terminator 101 on Tue, 07 Mar 2006 06:44:10 GMT
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What the hell? I never said that.