
Subject: help

Posted by [volkoller](#) on Mon, 17 Apr 2006 03:31:16 GMT

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do any of you know what file the the buttons for renegade are i mean like the singel player mp options and stuff if you are abl to change it whats file name

Subject: Re: help

Posted by [havoc9826](#) on Mon, 17 Apr 2006 03:48:58 GMT

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Correct me if I'm wrong, but I believe the "Single Player" and "Multiplayer Options" things are actually pulled from the menu.ini file in always.dat. Extract the file using something like XCC Mixer or RenegadeExtractor, and then change parts that say Name=Load Game (this is what it looks like in English; I'm not sure about non-English versions) to whatever you want. Then, put this custom menu.ini file in your \Renegade\Data\ folder. If you want to change what the buttons themselves look like, you'll want to make your own if_circle02.dds and possibly if_button01.dds (extract these with XCC Mixer or RenegadeExtractor) to supersede those in always.dat. There might also be some things you can change in the rest of the if_*.dds and if_*.w3d series to change what the rest of the menu looks like, but I have absolutely no experience with that. I'm sure someone else would have a better idea than I do.

Subject: Re: help

Posted by [volkoller](#) on Mon, 17 Apr 2006 04:47:03 GMT

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font i want same i want to change look to metal typeish

Subject: Re: help

Posted by [havoc9826](#) on Mon, 17 Apr 2006 06:58:24 GMT

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If I understand correctly, the only thing you want to change is the font. To do this, you'll want to find a file called stylemgr.ini in your \Renegade\Data\ folder. Make a copy of this and call it something else, so that you have it as a backup in case you make a mistake. Then, look through C:\Windows\Fonts for two fonts that you like, and copy them into your \Renegade\ folder. Their names will have changed, and you'll want to use those changed names to replace some lines in stylemgr.ini (File01=54251____.TTF [main menu text] File02=ARI____.TTF [button text]). Then, change all of the other entries to the full name of the new font (FONT_TITLE=Regatta Condensed LET, 52, 0 [main menu text] FONT_LG_CONTROLS=Arial MT, 12, 1) [button text]).

For an example, I changed 54251____.TTF to SCRPT12N.TTF and FONT_TITLE=Regatta Condensed LET, 52, 0 to FONT_TITLE=Script 12 Pitch BT, 52, 0; and I changed the other font ARI____.TTF to AMRTEXTN.TTF and FONT_LG_CONTROLS=Arial MT, 12, 1 to

FONT_LG_CONTROLS=American Text BT, 12, 1. Here is what they look like (click the thumbnails for larger pictures):

Original _____ New 1 _____ New 2 _____

Subject: Re: help
Posted by [KimoSabe7](#) on Mon, 17 Apr 2006 12:55:59 GMT
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nice , thanks for the info , umm do you know how to change the colors of the screen? and the background and stuff like that ?

Subject: Re: help
Posted by [volkoller](#) on Mon, 17 Apr 2006 16:20:23 GMT
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i want to change font color

Subject: Re: help
Posted by [Oblivion165](#) on Mon, 17 Apr 2006 16:46:37 GMT
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I was told that they yellow is hard-coded. Ive searched for the hex in game.exe and it didnt come up.

Also the buttons are real buttons, they just have that stuff drawn over them by sub-classing.

Subject: Re: help
Posted by [volkoller](#) on Mon, 17 Apr 2006 16:57:43 GMT
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thats one more thing off my list to then now i have to work on the interface