
Subject: Loading Screen Text

Posted by [trooprm02](#) on Thu, 27 Apr 2006 00:01:59 GMT

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Heys guys,

I recently started working on some loadscreens, but was wondering how to remove that CP1 text, without getting CP2.

Also, how to remove the default one people without renguard have?

I just need to know the file name, and where I can find it to edit it, so its blank.

Thanks guys,

Trooprm02

Subject: Re: Loading Screen Text

Posted by [trooprm02](#) on Sun, 30 Apr 2006 19:19:38 GMT

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Wow, nobody has any Idea at all about loadscreen text? Not even the renguard staff?

Subject: Re: Loading Screen Text

Posted by [nopol10](#) on Mon, 01 May 2006 06:20:50 GMT

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use the XCC Mixer and go search for the correct file in always.dat. It doesn't take long.

Subject: Re: Loading Screen Text

Posted by [Areilius](#) on Mon, 01 May 2006 06:41:40 GMT

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I showed you how to change load screen text in the other thread you made.

As for the background, it is split into four 512x512 images:

loadscreen_cnc_1.dds

loadscreen_cnc_2.dds

loadscreen_cnc_3.dds

loadscreen_cnc_4.dds

If you don't know what i mean, tell me, and i'll explain it better

Subject: Re: Loading Screen Text

Posted by [Oblivion165](#) on Mon, 01 May 2006 10:08:23 GMT

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Here is a program i made for creating renegade menu and other screen images.

Make your new menu picture 1024 x 1024, drag it onto the form and it will give you the image split on X and Y. (4 - 512 x 512 images)

Just resave them as .tga, and your good to go.

<http://www.oblivioninteractive.com/files/RenImage.rar>

Extracted .exe file is 3mb, not to worry, i just left some test images on the form so they got compiled into the exe.

This program requires vb 6.0 runtimes.

<http://www.microsoft.com/downloads/details.aspx?FamilyID=ba9d7924-4122-44af-8ab4-7c039d9bf629&DisplayLang=en>

Subject: Re: Loading Screen Text

Posted by [troopr02](#) on Tue, 02 May 2006 02:18:09 GMT

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Thanks guys, I already made working loadscreens, my only problems were that people without rengaard, had that default multiplayer text, and people with just core patch 1, had that core patch 1 text

Anyways,
thanks guys ill try everything before reporting back

Subject: Re: Loading Screen Text

Posted by [Kanezor](#) on Tue, 02 May 2006 02:29:58 GMT

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You might be interested in <RenegadeInstall>\Data\stylemgr.ini

If it's not there, then you're using the default one in Always.dat.

Edit: It's just a suggestion. I'm not sure if the loadscreen font is specified there, or if it is, which entry it is.
