Subject: Change the text size of player /team score list
Posted by mision08 on Sun, 16 Jul 2006 20:15:28 GMT
View Forum Message <> Reply to Message

I would like to change the size and possibly the color of the in game text. It is to small and the yellow is impossible to see in certain situations. I have changed (I think all) of the font sizes in the stylemgr.ini file but did not find it. Unless I overlooked it somehow. Any thoughts will be appreciated. Also, Arial is much better than Regatta Condensed LET, in my opinion.

Subject: Re: Change the text size of player /team score list
Posted by danpaul88 on Wed, 19 Jul 2006 21:59:25 GMT
View Forum Message <> Reply to Message

I would expect that

FONT_INGAME_TXT=Arial MT, 8, 0
FONT_INGAME_BIG_TXT=Arial MT, 16, 0
FONT_INGAME_SUBTITLE_TXT=Arial MT, 14, 0
FONT_INGAME_HEADER_TXT=Arial MT, 9, 1

in stylemanager.ini would be what you need to change, but as you said you tried changing everything in there, I may be wrong.

As for the colour, I dont think you can change that easily, although there are ways of doing it with scripts.dll I believe (I think thats how it's done in RA:APB).

EDIT: If you copy the hud.ini from the APathBeyond\Data folder to your Renegade\Data folder, it makes GDI text blue (change the values in it to specify your own colours), but be aware that doing this will stop you being able to use RG....

Subject: Re: Change the text size of player /team score list
Posted by Crimson on Wed, 19 Jul 2006 22:08:31 GMT
View Forum Message <> Reply to Message

Is there anything one can change in hud.ini that would be used to cheat?

Subject: Re: Change the text size of player /team score list
Posted by danpaul88 on Wed, 19 Jul 2006 22:12:54 GMT
View Forum Message <> Reply to Message

There are only 6 values in the hud.ini from RA:APB, which are the RGB values for GDI and Nod text (GDI Red, GDI Blue, GDI Green etc).

I am not sure if there are other settings that could be added, you would have to check that with jonwil.

The only way I can see of cheating with this is making names bright neon green so you can see the name tag floating easier, although they are pretty easy to spot with the default colours anyway.

Subject: Re: Change the text size of player /team score list
Posted by Crimson on Wed, 19 Jul 2006 22:18:23 GMT
View Forum Message <> Reply to Message

In that case, I will just set it to be ignored by RenGuard so people can change theirs.

Subject: Re: Change the text size of player /team score list
Posted by mision08 on Thu, 20 Jul 2006 05:32:09 GMT
View Forum Message <> Reply to Message

Thanks, y'all make me feel so special.