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Subject: bhs.dll

Posted by [The Elite Officer](#) on Thu, 06 Dec 2007 19:45:23 GMT

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How do you edit bhs.dll and change the font and all that? Are there instructions?

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Subject: Re: bhs.dll

Posted by [cpjok](#) on Thu, 06 Dec 2007 19:50:46 GMT

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i would like to know that aswell i think you need Visual c++

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Subject: Re: bhs.dll

Posted by [jnz](#) on Thu, 06 Dec 2007 19:51:24 GMT

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The Elite Officer wrote on Thu, 06 December 2007 19:45How do you edit bhs.dll and change the font and all that? Are there instructions?

It's closed source, you can't. BHS.dll only for hooking and some other stuff. You can still edit anything you want in renegade with the custom scripts.

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Subject: Re: bhs.dll

Posted by [dead6re](#) on Sun, 09 Dec 2007 20:49:11 GMT

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The default renegade font can be changed as was proven in the Core 1 patch, some people may remeber how it gets changed but I removed Renegade a while back now.

If I remember, BHS.dll uses Renegade functions for drawing text so you just need to edit the .ini file in the base dir.

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Subject: Re: bhs.dll

Posted by [Goztow](#) on Sun, 09 Dec 2007 21:40:02 GMT

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stylemgr.ini in the data folder allows to change fonts.

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