Subject: Creating a custom menu screen?
Posted by Genesis2001 on Mon, 25 Feb 2008 15:24:55 GMT
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Anyone know how to create a custom menu screen with a different layout than the old standard/stock menu? :/

~Zack

Subject: Re: Creating a custom menu screen?
Posted by Jerad2142 on Mon, 25 Feb 2008 15:27:39 GMT
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I am sure you have to do some work in shaders.sdb.

Subject: Re: Creating a custom menu screen?
Posted by saberhawk on Mon, 25 Feb 2008 15:48:37 GMT
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Negative, shaders have nothing to do with it.

Subject: Re: Creating a custom menu screen?
Posted by Jerad2142 on Mon, 25 Feb 2008 15:51:11 GMT
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Saberhawk wrote on Mon, 25 February 2008 08:48Negative, shaders have nothing to do with it.
Not even changing text or moving the location of the words? Well okay then, its somewhere in jon's stuff.

Subject: Re: Creating a custom menu screen?
Posted by Gen_Blacky on Mon, 25 Feb 2008 16:22:24 GMT
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its all in the .exe

Subject: Re: Creating a custom menu screen?
Posted by cnc95fan on Mon, 25 Feb 2008 19:22:18 GMT
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Gen_Blacky wrote on Mon, 25 February 2008 18:22its all in the .exe
True, but the second you edit it, you can say goodbye to Game.exe :v

Subject: Re: Creating a custom menu screen?
Posted by jnz on Mon, 25 Feb 2008 19:42:18 GMT
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cnc95fan wrote on Mon, 25 February 2008 19:22Gen_Blacky wrote on Mon, 25 February 2008 18:22its all in the .exe
True, but the second you edit it, you can say goodbye to Game.exe :v

Just because it's in there doesn't mean you need to edit it.

Subject: Re: Creating a custom menu screen?
Posted by cnc95fan on Mon, 25 Feb 2008 20:39:41 GMT
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RoShamBo wrote on Mon, 25 February 2008 13:42cnc95fan wrote on Mon, 25 February 2008 19:22Gen_Blacky wrote on Mon, 25 February 2008 18:22its all in the .exe
True, but the second you edit it, you can say goodbye to Game.exe :v

Just because it's in there doesn't mean you need to edit it.
I mean in VS 2005, File > Open > File....
Strings "128" Gives menu layout. Re-arrangeing them, for some reason, stops it from working.

Subject: Re: Creating a custom menu screen?
Posted by Zion on Mon, 25 Feb 2008 21:33:03 GMT
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cnc95fan wrote on Mon, 25 February 2008 20:39RoShamBo wrote on Mon, 25 February 2008 13:42cnc95fan wrote on Mon, 25 February 2008 19:22Gen_Blacky wrote on Mon, 25 February 2008 18:22its all in the .exe
True, but the second you edit it, you can say goodbye to Game.exe :v

Just because it's in there doesn't mean you need to edit it.
I mean in VS 2005, File > Open > File....
Strings "128" Gives menu layout. Re-arrangeing them, for some reason, stops it from working.

Ever heard of hex editing?

Subject: Re: Creating a custom menu screen?
Posted by Gen_Blacky on Mon, 25 Feb 2008 22:46:41 GMT

Resource hacker is your friend

http://www.angusj.com/resourcehacker/

Subject: Re: Creating a custom menu screen?
Posted by cnc95fan on Mon, 25 Feb 2008 22:53:22 GMT

Doesn't seem to acctually change the menu layout for me, but stil a good tool though
EDIT: Not on the main menu anyway, cheers m8.

Subject: Re: Creating a custom menu screen?
Posted by Gen_Blacky on Tue, 26 Feb 2008 00:05:58 GMT

I think slave used it to make this one but im not sure

Subject: Re: Creating a custom menu screen?
Posted by The Executor on Tue, 26 Feb 2008 13:35:32 GMT

Yeah it is the RxD screen, nice FPS = 335.

Subject: Re: Creating a custom menu screen?
Posted by EA-DamageEverything on Wed, 16 Apr 2008 16:17:05 GMT

Gen_Blacky wrote on Tue, 26 February 2008 01:05I think slave used it to make this one but im not sureThis is just a replaced Renlogo, some stuff removed by empty dds files and a new background image.

BTT, the text can be changed by editing the strings.tdb=

File Attachments
1) menuBG.jpg, downloaded 189 times

Subject: Re: Creating a custom menu screen?
Posted by Jerad2142 on Wed, 16 Apr 2008 21:52:43 GMT

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MSwindows wrote on Tue, 26 February 2008 06:35Yeah it is the RxD screen, nice FPS = 335.
He doesn't have vsync turned on, so it allows the game to rocket up past 80 75 60 or what ever
your desktop's refresh rate is set at.

Subject: Re: Creating a custom menu screen?

Posted by saberhawk on Wed, 16 Apr 2008 22:08:16 GMT

You need to edit the if_back01.w3d file

Subject: Re: Creating a custom menu screen?
Posted by Oblivion165 on Thu, 17 Apr 2008 07:00:01 GMT

Ive edited the if_back on several occasions and....man thats a pain in the ass.

The only real tip I can give you is to don't try to make it shorter or longer, it must be however many frames it is by default.