Subject: Changing In-Game text
Posted by slosha on Fri, 31 Oct 2008 01:25:58 GMT

I want to change gdi to green & nod to blue. how to i achieve this?

Subject: Re: Changing In-Game text
Posted by Veyrdite on Fri, 31 Oct 2008 07:19:02 GMT

By using a different objects.ddb file, which isn't allowed.

Subject: Re: Changing In-Game text
Posted by saberhawk on Fri, 31 Oct 2008 08:08:48 GMT

hud.ini keywords actually

[General]
NodHouseRed=255
NodHouseGreen=0
NodHouseBlue=0
GDIHouseRed=255
GDIHouseGreen=204
GDIHouseBlue=0
PrivateMessageRed=0
PrivateMessageGreen=0
PrivateMessageBlue=255
PublicMessageRed=255
PublicMessageGreen=255
PublicMessageBlue=255

Those are the default values, just create a hud.ini in your Data folder with those contents and then modify away.

Subject: Re: Changing In-Game text
Posted by ErroR on Fri, 31 Oct 2008 14:50:52 GMT

i don't really know the colors (in numbers) can u explain a bit more i want to edit it too
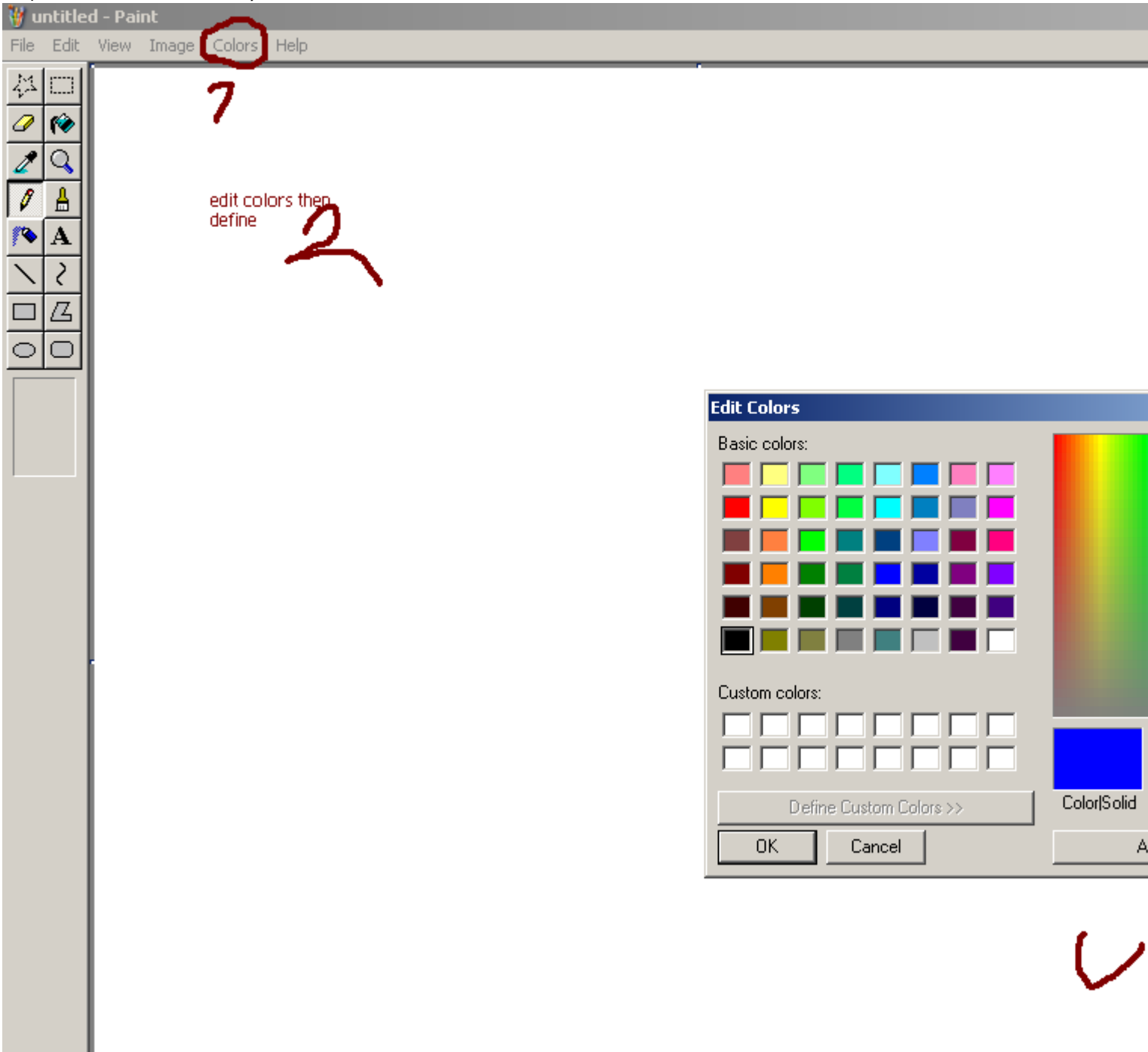Edit: it seems that i understand.. a bit

for color values ->

File Attachments

1) screen3.PNG, downloaded 141 times

Subject: Re: Changing In-Game text
Posted by slosha on Sat, 01 Nov 2008 04:48:07 GMT
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thanks. i'll check it out.

Subject: Re: Changing In-Game text
Posted by ErroR on Sat, 01 Nov 2008 09:52:52 GMT
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works nice (but if u already have a hud.ini (eg. RxD has blue hud blue pt icon borders etc. so if so u will have to extract the current hud.ini and edit it (or edit the existing one).