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Subject: Re: Make skins look like the original one with just a different color  
Posted by [Tunaman](#) on Tue, 13 Mar 2007 19:22:19 GMT

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Right now, there are three white boxes on the right side of the HUD\_main.dds. The way the HUD works currently is it just takes the red channel out of the white boxes for nod, and the yellow color out of the white for GDI.. So you technically can change the color of the dots on the radar but you're limited to just the colors that make up yellow. Just fool around with the white boxes on the right(one is for infantry, one is for vehicles, one is for nukes/objectives) and see what happens.

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