
Subject: HUD.ini color modifications
Posted by TD on Thu, 16 Oct 2008 18:21:19 GMT
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So I have this:
Quote:[General]
NodHouseRed=0
NodHouseGreen=255
NodHouseBlue=0
GDIHouseRed=0
GDIHouseGreen=128
GDIHouseBlue=192
PrivateMessageRed=200
PrivateMessageGreen=100
PrivateMessageBlue=0
EnableCredits=True
EnableTime=true
ColorCount=1
CreditsColor=1
TimeColor=1
[Color1]
Red=255
Green=0
Blue=0

1. I'm having troubles with the bolded part to change the text colors to red.
 2. I also have no clue how to change the radar dot colors to match the Nod/GDI custom colors up there.
 3. Also, when an obelisk/agt/turret kills a person it still shows default team color instead of the cuustom one. How can I make these colors match the ones above too?
 4. Is there a good HUD.ini manual somewhere? If not, tip for a renegade wiki manual? The BHS.txt is not easy to understand unless you coded it yourself. ;(
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