
Subject: How would i go about making a hud.ini
Posted by [Distrbd21](#) on Tue, 16 Jun 2009 03:19:49 GMT
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i have the toxin hud but i would like to have the map over veiw in my radar so how would i go about making a hud.ini for this hud that i have so it will show the maps i'n radar?

i have found a hud.ini file but idk about how to edit it here it is.

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[General]

```
TextureCount=3
EnableRadar=true
BackgroundTexture=game_radar.tga
DrawCompassLine=false
BlipTexture=game_radar.tga
ScrollingRadarMap=true
HideInfoBox=true
HideBottomText=false
TitleColorAlpha=255
TitleColorRed=255
TitleColorGreen=255
TitleColorBlue=255
TitleHilightColorAlpha=255
TitleHilightColorRed=0
TitleHilightColorGreen=255
TitleHilightColorBlue=0
TitleShadowColorAlpha=255
TitleShadowColorRed=0
TitleShadowColorGreen=0
TitleShadowColorBlue=0
TextColorAlpha=255
TextColorRed=255
TextColorGreen=255
TextColorBlue=255
TextShadowColorAlpha=200
TextShadowColorRed=0
TextShadowColorGreen=0
TextShadowColorBlue=0
LineColorAlpha=255
LineColorRed=0
LineColorGreen=0
LineColorBlue=0
BkColorAlpha=100
BkColorRed=0
BkColorGreen=0
BkColorBlue=0
DisabledTextColorAlpha=140
DisabledTextColorRed=255
```

DisabledTextColorGreen=255
DisabledTextColorBlue=255
DisabledTextShadowColorAlpha=96
DisabledTextShadowColorRed=0
DisabledTextShadowColorGreen=0
DisabledTextShadowColorBlue=0
DisabledLineColorAlpha=128
DisabledLineColorRed=0
DisabledLineColorGreen=0
DisabledLineColorBlue=0
DisabledBkColorAlpha=50
DisabledBkColorRed=0
DisabledBkColorGreen=0
DisabledBkColorBlue=0
HighlightColorAlpha=255
HighlightColorRed=70
HighlightColorGreen=70
HighlightColorBlue=70
TabTextColorAlpha=255
TabTextColorRed=255
TabTextColorGreen=255
TabTextColorBlue=255
TabGlowColorAlpha=255
TabGlowColorRed=0
TabGlowColorGreen=5
TabGlowColorBlue=0
DialogTextTitleColorAlpha=255
DialogTextTitleColorRed=255
DialogTextTitleColorGreen=255
DialogTextTitleColorBlue=255
DialogTextTitleGlowColorAlpha=255
DialogTextTitleGlowColorRed=0
DialogTextTitleGlowColorGreen=7
DialogTextTitleGlowColorBlue=0
DisableMenuCtrlGlow=true
ShieldEnabled=true
ShieldVisible=true
ShieldXPos=224
ShieldYPos=-49
ShieldFont=Font_Scrin_x54.tga
ShieldColor=9
ShieldColorCount=12
ShieldBarEnabled=true
ShieldBarVisible=true
ShieldBarEmptyVisible=false
ShieldBarColor=9
ShieldXOffset=
ShieldYOffset=

ShieldBarColorCount=4
ShieldBarTexture=game_hud.tga
ShieldBarXPos=173
ShieldBarYPos=-50
ShieldBarTop=256
ShieldBarLeft=1
ShieldBarBottom=301
ShieldBarRight=118
HealthEnabled=true
HealthVisible=true
HealthXPos=224
HealthYPos=-99
HealthFont=Font_Scrin_x54.tga
HealthColor=4
HealthColorCount=12
HealthBarEnabled=true
HealthBarVisible=true
HealthBarEmptyVisible=false
HealthBarColor=12
HealthBarColorCount=2
HealthBarTexture=game_hud.tga
HealthBarXPos=173
HealthBarYPos=-100
HealthBarTop=256
HealthBarLeft=1
HealthBarBottom=301
HealthBarRight=118
HealthIconEnabled=false
HealthIconvisible=true
HealthIconColor=9
HealthIconColorCount=3
HealthIconTexture=Game_hud.tga
HealthIconXPosition=300
HealthIconYPosition=800
HealthIconTop=700
HealthIconLeft=400
HealthIconBottom=180
HealthIconRigh=1120
EnableCredits=false
CreditsXPos=590
CreditsYPos=-48
CreditsFont=
CreditsColor=12
CreditsStringID=7366
EnableTime=false
TimeXPos=712
TimeYPos=-48
TimeFont=

TimeColor=12
TimeStringID=7203
ClipEnabled=true
ClipVisible=true
ClipXPos=-74
ClipYPos=-47
ClipFont=Font_Scrin_x54.tga
BulletEnabled=true
BulletVisible=true
BulletXPos=-150
BulletYPos=-47
BulletFont=Font_Scrin_x54.tga
ScrollingMapTexture=Empty.tga
ScrollingMapOffsetX=0
ScrollingMapOffsetY=0
ScrollingMapScale=1.62
ScrollingMap=true
WeaponEnabled=true
WeaponVisible=false
WeaponVisibleNonVehicle=true
WeaponXPos=1122
WeaponYPos=367
WeaponTop=700
WeaponBottom=580
WeaponRight=1120
WeaponImageEnabled=true
WeaponImageVisible=false
WeaponImageXPos=1160
WeaponImageYPos=-150
WeaponImageColor=12
WeaponImageVehicleColor
RadarRotate=true
ColorCount=12
BackgroundTop=0
BackgroundLeft=0
RadarBlip1Left=247
RadarBlip1Top=77
RadarBlip2Left=247
RadarBlip2Top=93
RadarBlip3Left=247
RadarBlip3Top=85
RadarBlip4Left=241
RadarBlip4Top=103
RadarBlip5Left=241
RadarBlip5Top=114
RadarBlipColor0=1
RadarBlipColor1=2
RadarBlipColor2=3

RadarBlipColor3=4
RadarBlipColor4=5
RadarBlipColor5=6
RadarBlipColor6=7
RadarBlipColor7=8

EnableCompass=true
CompassVisible=true
CompassColor=9
CompassBarXPos=1205
CompassBarYPos=-77
CompassXPos=80
CompassYPos=-203

RadarSize=150
RadarX=12
RadarY=-166
RadarWorldSize=25.5
RadarVisible=true
DrawStar=true

[HealthIconColor0]
Color=1
Value=30

[HealthIconColor1]
Color=2
Value=50

[HealthIconColor3]
Color=12
Value=101

[HealthColor0]
Color=1
Value=35

[HealthColor1]
Color=2
Value=0

[HealthColor2]
Color=12
Value=1000

[HealthBarColor0]
Color=1
Value=30

[HealthBarColor1]
Color=11
Value=40

[HealthBarColor2]
Color=12
Value=101

[ShieldColor0]
Color=9
Value=10

[ShieldColor1]
Color=12
Value=50

[ShieldColor2]
Color=11
Value=75

[ShieldColor3]
Color=10
Value=1000

[ShieldBarColor0]
Color=9
Value=10

[ShieldBarColor1]
Color=12
Value=50

[ShieldBarColor2]
Color=11
Value=75

[ShieldBarColor3]
Color=10
Value=101

[Texture0]
TextureName=game_hud.dds
QuadCount=1
Quad0Color=9
Quad0XPos=3
Quad0YPos=-226
Quad0Top=0

Quad0Left=0
Quad0Bottom=256
Quad0Right=500

[Texture1]
TextureName=game_Weapon.tga
QuadCount=1
Quad0Color=9
Quad0XPos=-435
Quad0YPos=-262
Quad0Top=50
Quad0Left=60
Quad0Bottom=600
Quad0Right=500

[Texture2]
TextureName=game_additional.dds
QuadCount=1
Quad0Color=9
Quad0XPos=-765
Quad0YPos=-241
Quad0Top=50
Quad0Left=60
Quad0Bottom=600
Quad0Right=500

[Color1]
Red=200
Green=0
Blue=0

[Color2]
Red=225
Green=175
Blue=65

[Color3]
Red=225
Green=225
Blue=240

[Color4]
Red=0
Green=100
Blue=0

[Color5]
Red=0

Green=0
Blue=255

[Color6]
Red=50
Green=225
Blue=50

[Color7]
Red=50
Green=150
Blue=250

[Color8]
Red=150
Green=50
Blue=150

[Color9]
Red=200
Green=200
Blue=200