
Subject: Ingame Text Colors

Posted by [_SSnipe_](#) on Thu, 03 Apr 2008 19:56:56 GMT

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i know a long time ago i posted a file here that is hud.ini and it changes the text ingame on nod text is blue and gdi was green instead of yellow and red...but i cant find it so can someone help me find it OR tell em hwo to edit a hud.ini to change the teams colors?

Subject: Re: Ingame Text Colors

Posted by [TD](#) on Thu, 03 Apr 2008 20:29:23 GMT

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f8 ex enter

Subject: Re: Ingame Text Colors

Posted by [_SSnipe_](#) on Thu, 03 Apr 2008 20:36:55 GMT

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umm no

Subject: Re: Ingame Text Colors

Posted by [Chuck Norris](#) on Fri, 04 Apr 2008 00:52:44 GMT

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Create a file called hud.ini in your RenegadeData folder with this. These are the default colors. Modify the numbers accordingly to get any color you want.

[General]

NodHouseRed=255

NodHouseGreen=0

NodHouseBlue=0

GDIHouseRed=255

GDIHouseGreen=255

GDIHouseBlue=0

PrivateMessageRed=0

PrivateMessageGreen=0

PrivateMessageBlue=255

PublicMessageRed=255

PublicMessageGreen=255

PublicMessageBlue=255

To get what you wanted (Nod = Blue and GDI = Green), use this.

[General]

NodHouseRed=0
NodHouseGreen=0
NodHouseBlue=255
GDIHouseRed=0
GDIHouseGreen=255
GDIHouseBlue=0
PrivateMessageRed=0
PrivateMessageGreen=0
PrivateMessageBlue=255
PublicMessageRed=255
PublicMessageGreen=255
PublicMessageBlue=255

Subject: Re: Ingame Text Colors
Posted by [_SSnipe_](#) on Wed, 09 Apr 2008 21:00:25 GMT
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its not working for me im using that hud that was relased and here wat i got

[General]
TextureCount=3
EnableRadar=true
BackgroundTexture=game_radar.tga
DrawCompassLine=false
BlipTexture=game_radar.tga
ScrollingRadarMap=true
HideInfoBox=false
NodHouseRed=0
NodHouseGreen=0
NodHouseBlue=255
GDIHouseRed=0
GDIHouseGreen=255
GDIHouseBlue=0
PrivateMessageRed=0
PrivateMessageGreen=0
PrivateMessageBlue=255
PublicMessageRed=255
PublicMessageGreen=255
PublicMessageBlue=255
DisableCostMultiplier=
BuildTimeDelay=Green
VehicleOwnershipDisable=
VehicleBuildingDisable=
Unsquishable=
UnsquishableArmor=
ShieldEnabled=true
ShieldVisible=true

ShieldXPos=310
ShieldYPos=-57
ShieldFont=font12x16.tga
ShieldColor=9
ShieldColorCount=4
ShieldBarEnabled=true
ShieldBarVisible=true
ShieldBarEmptyVisible=false
ShieldBarColor=9
ShieldXOffset=
ShieldYOffset=
ShieldBarColorCount=4
ShieldBarTexture=game_hud.tga
ShieldBarXPos=231
ShieldBarYPos=-87
ShieldBarTop=256
ShieldBarLeft=1
ShieldBarBottom=301
ShieldBarRight=100
HealthEnabled=true
HealthVisible=true
HealthXPos=310
HealthYPos=-97
HealthFont=font12x16.tga
HealthColor=6
HealthColorCount=3
HealthBarEnabled=true
HealthBarVisible=true
HealthBarEmptyVisible=false
HealthBarColor=12
HealthBarColorCount=2
HealthBarTexture=game_hud.tga
HealthBarXPos=231
HealthBarYPos=-128
HealthBarTop=256
HealthBarLeft=1
HealthBarBottom=301
HealthBarRight=100
HealthIconEnabled=false
HealthIconvisible=true
HealthIconColor=9
HealthIconColorCount=3
HealthIconTexture=Game_hud.tga
HealthIconXPosition=500
HealthIconYPosition=100
HealthIconTop=700
HealthIconLeft=200
HealthIconBottom=180

HealthIconRigh=1120
EnableCredits=false
CreditsXPos=500
CreditsYPos=-50
CreditsFont=
CreditsColor=1
CreditsStringID=10000
EnableTime=false
TimeXPos=530
TimeYPos=-30
TimeFont=
TimeColor=2
TimeStringID=00:30:00
ClipEnabled=true
ClipVisible=true
ClipXPos=930
ClipYPos=-36
ClipFont=FONT12x16.TGA
BulletEnabled=true
BulletVisible=true
BulletXPos=930
BulletYPos=-68
BulletFont=FONT12x16.TGA
ScrollingMapTexture=Empty.tga
ScrollingMapOffsetX=0
ScrollingMapOffsetY=0
ScrollingMapScale=1.62
ScrollingMap=true
WeaponEnabled=true
WeaponVisible=false
WeaponImageEnabled=true
WeaponImageVisible=false
WeaponImageXPos=820
WeaponImageYPos=-125
WeaponImageColor=6
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=755
CompassBarYPos=-72
CompassXPos=940
CompassYPos=-100

RadarSize=142
RadarX=33
RadarY=-188
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=101

[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=101

[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=-280
Quad0Top=0
Quad0Left=0
Quad0Bottom=256
Quad0Right=500

[Texture1]
TextureName=game_Weapon.tga
QuadCount=1
Quad0Color=9
Quad0XPos=600
Quad0YPos=-250
Quad0Top=50
Quad0Left=60
Quad0Bottom=600
Quad0Right=500

[Texture2]
TextureName=game_hud_Credits.tga
QuadCount=1
Quad0Color=9
Quad0XPos=334
Quad0YPos=-194
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

Subject: Re: Ingame Text Colors
Posted by [Di3HardNL](#) on Thu, 10 Apr 2008 07:40:31 GMT
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if you have the latest scripts and cp it should work i guess

Subject: Re: Ingame Text Colors
Posted by [_SSnipe_](#) on Tue, 22 Apr 2008 06:43:47 GMT
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its not