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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 custom 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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Subject: Re: HUD.ini color modifications  
Posted by [LiL KiLLa](#) on Thu, 16 Oct 2008 18:31:54 GMT  
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HUD.ini o.O where can i find it to change the options

in: C:/Westwood/Renegade ? or where

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Subject: Re: HUD.ini color modifications  
Posted by [TD](#) on Fri, 17 Oct 2008 18:09:32 GMT

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You create it yourself

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Subject: Re: HUD.ini color modifications

Posted by [LiL KiLLa](#) on Fri, 17 Oct 2008 18:11:51 GMT

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ahh just write hud.ini  
and put in C:/Westwood/Renegade right ?  
or in Data  
or is it wrong ? ^^

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