Posted by LiL KiLLa on Sun, 09 Nov 2008 20:34:54 GMT

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can anyone explain me how i can change the text colour there?

[the red and yellow text]

Subject: Re: ColorChange

Posted by Gen\_Blacky on Sun, 09 Nov 2008 21:09:49 GMT

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if you have scripts 3.x.x look at the bhs.txt that comes with it and just search for hud.ini will tell you anything you want to know.

Subject: Re: ColorChange

Posted by \_SSnipe\_ on Sun, 09 Nov 2008 21:12:38 GMT

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Killaaaaa wrote on Sun, 09 November 2008 12:34can anyone explain me how i can change the text colour there?

[the red and yellow text]

Everything You Need,

http://www.renegadeforums.com/index.php?t=msg&goto=356670&rid=22699&srch=hud.ini#msg\_356670

Subject: Re: ColorChange

Posted by anant on Sun, 09 Nov 2008 23:49:34 GMT

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here

easy as pie

http://www.jelly-server.com/nuke/modules.php?name=FUDForums&file=index&t =msq&th=6367&start=0&S=655b27d16c01d4fa1ca5ea5211ed4c07

YOU CAN MIX COLORUS LIKE ACTUAL PAINT!

Posted by LiL KiLLa on Mon, 10 Nov 2008 17:11:05 GMT

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Subject: Re: ColorChange

Posted by R315r4z0r on Mon, 10 Nov 2008 17:19:06 GMT

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Tip: Open up Microsoft paint and create your own color. In where it says "Red," "Green," "Blue" you put a number value in and get a color back. When you find the color you want to use, put that value into the ini file.

For example, if you wanted to make the Nod text purple, you put in the numbers:

Red: 140 Green: 0 Blue: 190

## File Attachments

Edit Colors

Basic colors:

Custom colors:

Define Custom Colors >>

OK Cancel Add to Custom Colors

Subject: Re: ColorChange

Posted by LiL KiLLa on Mon, 10 Nov 2008 20:17:29 GMT

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Posted by YazooGang on Mon, 10 Nov 2008 20:45:26 GMT

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Killaaaaa wrote on Mon, 10 November 2008 11:11

thats basicly it but u need to change the colors like R315r4z0r showed u and u need to put the bhs.ini files into ur DATA folder not renegade folder good luck

Subject: Re: ColorChange

Posted by LiL KiLLa on Mon, 10 Nov 2008 21:15:07 GMT

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bhs ????

Subject: Re: ColorChange

Posted by \_SSnipe\_ on Mon, 10 Nov 2008 21:29:36 GMT

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Dude, open note pad ok type this [/quote]

And edit the numbers to get what colors you want if you dont know about it it has three colors blue,red,green does not have yellow,white,back etc so if you want the values that = that color you can use paint as shown here [/color][/quote]

then save as hud.ini

easy as open,copy and paste,save after you edit 2 numbers you done very easy you could get it by now

Subject: Re: ColorChange

Posted by YazooGang on Tue, 11 Nov 2008 11:37:57 GMT

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Quote:bhs ????

oh sorry, i ment hud.ini

Subject: Re: ColorChange

Posted by LiL KiLLa on Tue, 11 Nov 2008 17:33:13 GMT

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tx for infos

which text I must to edit, to work on the blue and yellow text? [which I showed in picture]

Subject: Re: ColorChange

Posted by SSnipe on Tue, 11 Nov 2008 17:40:52 GMT

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Killaaaaa wrote on Tue, 11 Novemb[COLOR=blue[/COLOR]er 2008 09:33]tx for infos

which text I must to edit, to work on the blue and yellow text?

[which I showed in picture]

red,green,blue are the colors you have to work with since there primary colors they cannot be made by another color you have to set like this much green or this much red to get a color you like and for gdi only edit the values that have gdi in front and same for nod, like

GDIHOUSERED GDIHOUSEGREEN GDIHOUSEBLUE

See how it says gdi and says the three colors? (RGB) that make up other colors, as shown and used, use paint to find what you want

correct me If i said anything wrong.

What colors you what teams do you want?

Subject: Re: ColorChange

Posted by LiL KiLLa on Tue, 11 Nov 2008 19:00:53 GMT

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idk which colours .... I just wanna know how to edit the colours ...

Posted by \_SSnipe\_ on Tue, 11 Nov 2008 19:03:03 GMT

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Killaaaaa wrote on Tue, 11 November 2008 11:00idk which colours .... I just wanna know how to edit the colours ...

.....

dude we all just told u how to change the colors I dont how to make it easier to explain, im done with this post

Subject: Re: ColorChange

Posted by MGamer on Tue, 11 Nov 2008 19:48:38 GMT

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i hate people without sence of logic they are stupid

Subject: Re: ColorChange

Posted by samous on Tue, 11 Nov 2008 19:50:42 GMT

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people without sense of logic are stupid...

ur throughing stones in a glass house.

Subject: Re: ColorChange

Posted by LiL KiLLa on Tue, 11 Nov 2008 21:39:16 GMT

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stupid hehe

come in my country and talk with me

and we will see who is stupid

this post can be locked

Subject: Re: ColorChange

Posted by MGamer on Tue, 11 Nov 2008 21:42:15 GMT

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thats cause you live in soviet russia

Posted by samous on Tue, 11 Nov 2008 21:43:21 GMT

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hey, don't go on about this contrie thing, nothing rong with russia!

Subject: Re: ColorChange

Posted by MGamer on Tue, 11 Nov 2008 21:46:25 GMT

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http://en.wikipedia.org/wiki/Yakov\_Smirnoff

Subject: Re: ColorChange

Posted by samous on Tue, 11 Nov 2008 22:41:04 GMT

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he a comedian, so what? me and my class mates (here, in America) talk about him all the time, he has funny stuff, like "In soviet Russia, Phone Call You!"

Subject: Re: ColorChange

Posted by YazooGang on Tue, 11 Nov 2008 22:56:17 GMT

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Killaaaaa wrote on Tue, 11 November 2008 15:39stupid hehe

come in my country and talk with me

and we will see who is stupid

this post can be locked

hey we helped you alot

and, i agree that ur stupid cuz u said post instead of topic ^\_^ soviet russia is stupid, people there only think about vodka, beer ect. i lived in russia so i know

Subject: Re: ColorChange

Posted by samous on Tue, 11 Nov 2008 23:11:54 GMT

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yeah, admitantly its not a verry good place right now (has been that way sense the cold war), but i like them. I can do a verry good Russian Acent. (ironicly, it sounds good when i speak german. idk about When i speak russian, b/c i can't).

Subject: Re: ColorChange

Posted by LiL KiLLa on Wed, 12 Nov 2008 17:27:57 GMT

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btw who said that i come from russia......

Subject: Re: ColorChange

Posted by Jerad2142 on Wed, 12 Nov 2008 17:32:53 GMT

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Killaaaaa wrote on Wed, 12 November 2008 10:27btw who said that i come from russia....... Looks like someone can't make out different flags lol.

Subject: Re: ColorChange

Posted by LiL KiLLa on Wed, 12 Nov 2008 19:17:25 GMT

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w.e

Subject: Re: ColorChange

Posted by DeathC200 on Thu, 26 Feb 2009 05:50:49 GMT

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thank you so much i master it finally so once again thank you for all the help.

Subject: Re: ColorChange

Posted by \_SSnipe\_ on Thu, 26 Feb 2009 06:08:40 GMT

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DeathC200 wrote on Wed, 25 February 2009 21:50thank you so much i master it finally so once again thank you for all the help.

Subject: Re: ColorChange

Posted by DeathC200 on Thu, 26 Feb 2009 14:16:59 GMT

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now if only eveyone else could master it as fast as you and me because its not that hard all they need to know is the red blue and green parameters are most important when changing the color for the text but i guess some people dont understand, so here is a example

[General]
GDlfunHouseRed=255
GDlfunHouseBlue=0

And so on anyways hope this helps everyone that wants to know how to do this properly refer to ssnipe for greater detail

Subject: Re: ColorChange

Posted by RMCool13 on Thu, 26 Feb 2009 14:20:52 GMT

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DeathC200 wrote on Thu, 26 February 2009 08:16now if only eveyone else could master it as fast as you and me because its not that hard all they need to know is the red blue and green parameters are most important when changing the color for the text but i guess some people dont understand. so here is a example

[General]
GDIfunHouseRed=255
GDIfunHouseBlue=0

And so on anyways hope this helps everyone that wants to know how to do this properly refer to ssnipe for greater detail

Thanks for the enlightening speech

Subject: Re: ColorChange

Posted by DeathC200 on Thu, 26 Feb 2009 15:33:06 GMT

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RMCool13 wrote on Thu, 26 February 2009 22:20DeathC200 wrote on Thu, 26 February 2009 08:16now if only eveyone else could master it as fast as you and me because its not that hard all they need to know is the red blue and green parameters are most important when changing the color for the text but i guess some people dont understand. so here is a example

[General]
GDIHouseRed=255
GDIHouseBlue=0

Edited By DeathC200

And so on anyways hope this helps everyone that wants to know how to do this properly refer to ssnipe for greater detail

Thanks for the enlightening speech

Before you do anything i ment to do some correction it is GDIHouseRed=255 GDIHouseBlue=233 GdiHouseGreen=0

All numbers are only demonstration numbers

Avoid the Gdi Fun House thing i wrote that was my mistake i well give you more information if you like man?

I well gladley create a text file for you just tell me the text color you want for nod and gdi and i well do them for you at no cost at all.