
Subject: Private Message font
Posted by [appshot](#) on Sun, 11 Sep 2011 06:24:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi, i downloaded TT and it changed my font back to the almost unreadable Dark Blue font. I have tried to change my HUD.ini file the PrivateMessageColor part.. and it doesnt work. i deleted hud and created a new tt.ini file with only the 3 PrivateMessageColors in it, and it still didnt work. So, is there a way to change the Private Message font besides this?

Subject: Re: Private Message font
Posted by [Sean](#) on Sun, 11 Sep 2011 08:34:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

+1

Dark blue is so old, plus changing your font is cool, it makes it look better. (It's hardly an advantage).

Subject: Re: Private Message font
Posted by [EvilWhiteDragon](#) on Sun, 11 Sep 2011 11:41:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

TT doesn't change it on purpose afaik.

Could you try doing <F8>screen_uv_bias<enter> ingame and see if that fixes it?

Subject: Re: Private Message font
Posted by [iRANian](#) on Sun, 11 Sep 2011 13:12:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you sure the tt.ini file inside your Data folder (with the three PrivateMessage colour lines) has [General] at top, like:

[General]

PrivateMessageRed=202
PrivateMessageGreen=100
PrivateMessageBlue=227

Subject: Re: Private Message font
Posted by [saberhawk](#) on Sun, 11 Sep 2011 21:17:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Sun, 11 September 2011 04:41TT doesn't change it on purpose afaik.

Could you try doing <F8>screen_uv_bias<enter> ingame and see if that fixes it?

screen_uv_bias only toggles the half-pixel UV bias required for pixels to directly line up with texels; given that D3D always requires this bias or GUI textures (including text) become blurry, I'm not even sure why we left this command in.

Subject: Re: Private Message font

Posted by [EvilWhiteDragon](#) on Sun, 11 Sep 2011 21:25:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Perhaps because Ren sometimes messes it up? Not sure if that still happens with TT though, but I'm sure it has happened without TT at random.

Subject: Re: Private Message font

Posted by [StealthEye](#) on Mon, 12 Sep 2011 00:06:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

It probably happened -because- the command was there, rather than that the command fixes it. Just forcing it to always work correctly makes more sense indeed.

Subject: Re: Private Message font

Posted by [appshot](#) on Mon, 12 Sep 2011 07:46:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes iran i tried ur method, but still it says dark blue for some reason. StealthEye, the screen_uv_bias didn't solve this problem either. hmmm i tried reinstalling TT and then doing ur tt.ini again and still its the same dark blue font.

Subject: Re: Private Message font

Posted by [Dave78742](#) on Tue, 13 Sep 2011 08:28:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't think any of the color changes from HUD.ini work anymore. I used to have all of my stuff customized and none of it works anymore... kinda sux. If you make a tt.ini file will you be able to change the stock GDI and nod colors also??

Subject: Re: Private Message font

Posted by [jonwil](#) on Tue, 13 Sep 2011 10:38:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Don't create a tt.ini, that's only for mods and wont work if server and client have different tt.ini files and the anti-cheat should be kicking you off if the client has a tt.ini and the server does not.

Subject: Re: Private Message font
Posted by [iRANian](#) on Tue, 13 Sep 2011 11:07:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Rename your hud.ini to tt.ini, that worked for some other guys who wanted to have a decent private messaging colour, should also work for the Nod colours etc..

Subject: Re: Private Message font
Posted by [Creed3020](#) on Mon, 19 Sep 2011 21:01:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there a confirmed working method to fix PM colours. I have many people from NS asking and I am looking for a straight forward way to fix this. Thanks!

Subject: Re: Private Message font
Posted by [iRANian](#) on Mon, 19 Sep 2011 22:02:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Create a file called tt.ini in your Renegade Data folder and paste following into it:

[General]

```
PrivateMessageRed=202  
PrivateMessageGreen=100  
PrivateMessageBlue=227
```

This should turn the colour into pink. You can use this site to grab the RGB values you like for a colour: http://www.calculatorcat.com/free_calculators/color_slider/rgb_hex_color_slider.phtml

But tt.ini gets checked by the anticheat so you'll have to approve every tt.ini file.

Subject: Re: Private Message font
Posted by [Creed3020](#) on Tue, 20 Sep 2011 15:57:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Mon, 19 September 2011 18:02 Create a file called tt.ini in your Renegade Data

folder and paste following into it:

[General]

```
PrivateMessageRed=202  
PrivateMessageGreen=100  
PrivateMessageBlue=227
```

This should turn the colour into pink. You can use this site to grab the RGB values you like for a colour: http://www.calculatorcat.com/free_calculators/color_slider/rgb_hex_color_slider.phtml

But tt.ini gets checked by the anticheat so you'll have to approve every tt.ini file.

Thanks for the tip. I'll give it a shot

Not directed to you iRANian but to TT team:

So the colour of my private message font is now considered cheating LOL...this anti cheat is seriously checking some dumb things which just make it harder for an end user to have a playable experience.

Subject: Re: Private Message font
Posted by [iRANian](#) on Tue, 20 Sep 2011 16:00:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

tt.ini can be used for increased draw distance and custom stealth shaders.

Subject: Re: Private Message font
Posted by [StealthEye](#) on Tue, 20 Sep 2011 22:58:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't think the message colors are intentionally cheat-checked. I think they should be moved to a file that is not cheat checked.

Subject: Re: Private Message font
Posted by [EvilWhiteDragon](#) on Wed, 21 Sep 2011 08:11:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Creed3020 wrote on Tue, 20 September 2011 17:57iRANian wrote on Mon, 19 September 2011 18:02Create a file called tt.ini in your Renegade Data folder and paste following into it:

[General]

```
PrivateMessageRed=202
```

PrivateMessageGreen=100
PrivateMessageBlue=227

This should turn the colour into pink. You can use this site to grab the RGB values you like for a colour: http://www.calculatorcat.com/free_calculators/color_slider/rgb_hex_color_slider.phtml

But tt.ini gets checked by the anticheat so you'll have to approve every tt.ini file.

Thanks for the tip. I'll give it a shot

Not directed to you iRANian but to TT team:

So the colour of my private message font is now considered cheating LOL...this anti cheat is seriously checking some dumb things which just make it harder for an end user to have a playable experience.

Has it occurred to you that just maybe, you can set a lot more in that file that could be sensitive?

Subject: Re: Private Message font
Posted by [jonwil](#) on Wed, 21 Sep 2011 11:51:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

I intend to move these settings for the colors (and other non-sensitive stuff) back to hud.ini. This fix will be in the next build.

Subject: Re: Private Message font
Posted by [Creed3020](#) on Wed, 21 Sep 2011 16:08:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Wed, 21 September 2011 04:11
Creed3020 wrote on Tue, 20 September 2011 17:57
iRANian wrote on Mon, 19 September 2011 18:02
Create a file called tt.ini in your Renegade Data folder and paste following into it:

[General]

PrivateMessageRed=202
PrivateMessageGreen=100
PrivateMessageBlue=227

This should turn the colour into pink. You can use this site to grab the RGB values you like for a colour: http://www.calculatorcat.com/free_calculators/color_slider/rgb_hex_color_slider.phtml

But tt.ini gets checked by the anticheat so you'll have to approve every tt.ini file.

Thanks for the tip. I'll give it a shot

Not directed to you iRANian but to TT team:

So the colour of my private message font is now considered cheating LOL...this anti cheat is seriously checking some dumb things which just make it harder for an end user to have a playable experience.

Has it occurred to you that just maybe, you can set a lot more in that file that could be sensitive?

No it has not occurred because I am not out to hack this game and make cheats. Due to that very reason I don't go out and push everything to its max and therefore I am not aware that changes to these files can bring about illegitimate advantages. I am interested in making the gameplay experience excellent and modifications to that experience simple.

@ StealthEye: You got it!

Subject: Re: Private Message font

Posted by [EvilWhiteDragon](#) on Wed, 21 Sep 2011 21:24:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Creed3020 wrote on Wed, 21 September 2011 18:08EvilWhiteDragon wrote on Wed, 21 September 2011 04:11Creed3020 wrote on Tue, 20 September 2011 17:57iRANian wrote on Mon, 19 September 2011 18:02Create a file called tt.ini in your Renegade Data folder and paste following into it:

[General]

PrivateMessageRed=202

PrivateMessageGreen=100

PrivateMessageBlue=227

This should turn the colour into pink. You can use this site to grab the RGB values you like for a colour: http://www.calculatorcat.com/free_calculators/color_slider/rgb_hex_color_slider.phtml

But tt.ini gets checked by the anticheat so you'll have to approve every tt.ini file.

Thanks for the tip. I'll give it a shot

Not directed to you iRANian but to TT team:

So the colour of my private message font is now considered cheating LOL...this anti cheat is seriously checking some dumb things which just make it harder for an end user to have a playable experience.

Has it occurred to you that just maybe, you can set a lot more in that file that could be sensitive?

No it has not occurred because I am not out to hack this game and make cheats. Due to that very reason I don't go out and push everything to its max and therefore I am not aware that changes to these files can bring about illegitimate advantages. I am interested in making the gameplay

experience excellent and modifications to that experience simple.

@ StealthEye: You got it!

Well, I though the AC message was rather clear in explaining that it could be seen as a cheat. Instead of asking why it would be a cheat you go like "this anti cheat is seriously checking some dumb things", which seems to me rather offensive.
