Subject: You can now change the color of both teams
Posted by jonwil on Sat, 04 Mar 2006 13:08:56 GMT
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See this image

Notice that GDI are now blue in the team display...
This also affects other places (like kills, team changes and anywhere else that reads the colors from this location).

This feature requires bhs.dll 2.4 on the client to work.

To make this work, you create a hud.ini file for your mod containing a [General] section with something similar to the following in it:
NodHouseRed=255
NodHouseGreen=0
NodHouseBlue=0
GDIHouseRed=119
GDIHouseGreen=143
GDIHouseBlue=255

As you can see, its values from 0 to 255 (0 = black, 255 = white)
Default Nod values are 255 red, 0 green, 0 blue
Default GDI values are 255 red, 204 green, 0 blue

The values in the example are what was used to generate the screenshot

Now any mod where red and yellow dont make sense for house colors can change them to something better

Oh and, as you can probobly tell by the name, hud.ini will be containing more ways to customize the HUD and what the player sees in-game

File Attachments
1) housecolor.png, downloaded 995 times