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Subject: Creating a custom menu screen?

Posted by [Genesis2001](#) on Mon, 25 Feb 2008 15:24:55 GMT

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Anyone know how to create a custom menu screen with a different layout than the old standard/stock menu? :/

~Zack

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Subject: Re: Creating a custom menu screen?

Posted by [Jerad2142](#) on Mon, 25 Feb 2008 15:27:39 GMT

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I am sure you have to do some work in shaders.sdb.

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Subject: Re: Creating a custom menu screen?

Posted by [saberhawk](#) on Mon, 25 Feb 2008 15:48:37 GMT

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Negative, shaders have nothing to do with it.

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Subject: Re: Creating a custom menu screen?

Posted by [Jerad2142](#) on Mon, 25 Feb 2008 15:51:11 GMT

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Saberhawk wrote on Mon, 25 February 2008 08:48 Negative, shaders have nothing to do with it. Not even changing text or moving the location of the words? Well okay then, its somewhere in jon's stuff.

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Subject: Re: Creating a custom menu screen?

Posted by [Gen\\_Blacky](#) on Mon, 25 Feb 2008 16:22:24 GMT

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its all in the .exe

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Subject: Re: Creating a custom menu screen?

Posted by [cnc95fan](#) on Mon, 25 Feb 2008 19:22:18 GMT

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Gen\_Blacky wrote on Mon, 25 February 2008 18:22its all in the .exe  
True, but the second you edit it, you can say goodbye to Game.exe :v

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Subject: Re: Creating a custom menu screen?  
Posted by [jnz](#) on Mon, 25 Feb 2008 19:42:18 GMT  
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cnc95fan wrote on Mon, 25 February 2008 19:22Gen\_Blacky wrote on Mon, 25 February 2008 18:22its all in the .exe  
True, but the second you edit it, you can say goodbye to Game.exe :v  
  
Just because it's in there doesn't mean you need to edit it.

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Subject: Re: Creating a custom menu screen?  
Posted by [cnc95fan](#) on Mon, 25 Feb 2008 20:39:41 GMT  
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RoShamBo wrote on Mon, 25 February 2008 13:42cnc95fan wrote on Mon, 25 February 2008 19:22Gen\_Blacky wrote on Mon, 25 February 2008 18:22its all in the .exe  
True, but the second you edit it, you can say goodbye to Game.exe :v  
  
Just because it's in there doesn't mean you need to edit it.  
I mean in VS 2005, File > Open > File....  
Strings "128" Gives menu layout. Re-arranging them, for some reason, stops it from working.

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Subject: Re: Creating a custom menu screen?  
Posted by [Zion](#) on Mon, 25 Feb 2008 21:33:03 GMT  
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cnc95fan wrote on Mon, 25 February 2008 20:39RoShamBo wrote on Mon, 25 February 2008 13:42cnc95fan wrote on Mon, 25 February 2008 19:22Gen\_Blacky wrote on Mon, 25 February 2008 18:22its all in the .exe  
True, but the second you edit it, you can say goodbye to Game.exe :v  
  
Just because it's in there doesn't mean you need to edit it.  
I mean in VS 2005, File > Open > File....  
Strings "128" Gives menu layout. Re-arranging them, for some reason, stops it from working.  
  
Ever heard of hex editing?

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Subject: Re: Creating a custom menu screen?  
Posted by [Gen\\_Blacky](#) on Mon, 25 Feb 2008 22:46:41 GMT

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Resource hacker is your friend

<http://www.angusj.com/resourcehacker/>

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Subject: Re: Creating a custom menu screen?

Posted by [cnc95fan](#) on Mon, 25 Feb 2008 22:53:22 GMT

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Doesn't seem to actually change the menu layout for me, but still a good tool though

EDIT: Not on the main menu anyway, cheers m8.

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Subject: Re: Creating a custom menu screen?

Posted by [Gen\\_Blacky](#) on Tue, 26 Feb 2008 00:05:58 GMT

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I think slave used it to make this one but im not sure

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Subject: Re: Creating a custom menu screen?

Posted by [The Executor](#) on Tue, 26 Feb 2008 13:35:32 GMT

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Yeah it is the RxD screen, nice FPS = 335.

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Subject: Re: Creating a custom menu screen?

Posted by [EA-DamageEverything](#) on Wed, 16 Apr 2008 16:17:05 GMT

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Gen\_Blacky wrote on Tue, 26 February 2008 01:05I think slave used it to make this one but im not sureThis is just a replaced Renlogo, some stuff removed by empty dds files and a new background image.

BTT, the text can be changed by editing the strings.tdb=

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## File Attachments

1) [menuBG.jpg](#), downloaded 348 times

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Subject: Re: Creating a custom menu screen?  
Posted by [Jerad2142](#) on Wed, 16 Apr 2008 21:52:43 GMT  
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MSwindows wrote on Tue, 26 February 2008 06:35Yeah it is the RxD screen, nice FPS = 335.  
He doesn't have vsync turned on, so it allows the game to rocket up past 80 75 60 or what ever  
your desktop's refresh rate is set at.

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Subject: Re: Creating a custom menu screen?

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Posted by [saberhawk](#) on Wed, 16 Apr 2008 22:08:16 GMT

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You need to edit the if\_back01.w3d file

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Subject: Re: Creating a custom menu screen?

Posted by [Oblivion165](#) on Thu, 17 Apr 2008 07:00:01 GMT

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Ive edited the if\_back on several occasions and....man thats a pain in the ass.

The only real tip I can give you is to don't try to make it shorter or longer, it must be however many frames it is by default.

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