Subject: Re: Make skins look like the original one with just a different color
Posted by Lopez on Wed, 14 Mar 2007 15:04:09 GMT

Ralphzehunter wrote on Tue, 13 March 2007 13:22Right now, there are three white boxes on the right side of the HUD_main.dds. The way the HUD works currently is it just takes the red channel out of the white boxes for nod, and the yellow color out of the white for GDI.. So you technically can change the color of the dots on the radar but you're limited to just the colors that make up yellow. Just fool around with the white boxes on the right(one is for infantry, one is for vehicles, one is for nukes/objectives) and see what happens. I don't see any with boxes?

Jeep Rubi wrote on Wed, 14 March 2007 07:22I thought you meant having a different HUD texture for either team, but now I see what you mean, shouldnt be too much of a problem.Well, you giving me an idea. For each time a different HUD color if that is possible.