

---

Subject: Changing In-Game text  
Posted by [slosha](#) on Fri, 31 Oct 2008 01:25:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I want to change gdi to green & nod to blue. how to i achieve this?

---

---

Subject: Re: Changing In-Game text  
Posted by [Veyrdite](#) on Fri, 31 Oct 2008 07:19:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

By using a different objects.ddb file, which isn't allowed.

---

---

Subject: Re: Changing In-Game text  
Posted by [saberhawk](#) on Fri, 31 Oct 2008 08:08:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hud.ini keywords actually

```
[General]
NodHouseRed=255
NodHouseGreen=0
NodHouseBlue=0
GDIHouseRed=255
GDIHouseGreen=204
GDIHouseBlue=0
PrivateMessageRed=0
PrivateMessageGreen=0
PrivateMessageBlue=255
PublicMessageRed=255
PublicMessageGreen=255
PublicMessageBlue=255
```

Those are the default values, just create a hud.ini in your Data folder with those contents and then modify away.

---

---

Subject: Re: Changing In-Game text  
Posted by [ErroR](#) on Fri, 31 Oct 2008 14:50:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i don't really know the colors (in numbers) can u explain a bit more i want to edit it too  
Edit: it seems that i understand.. a bit

---

---

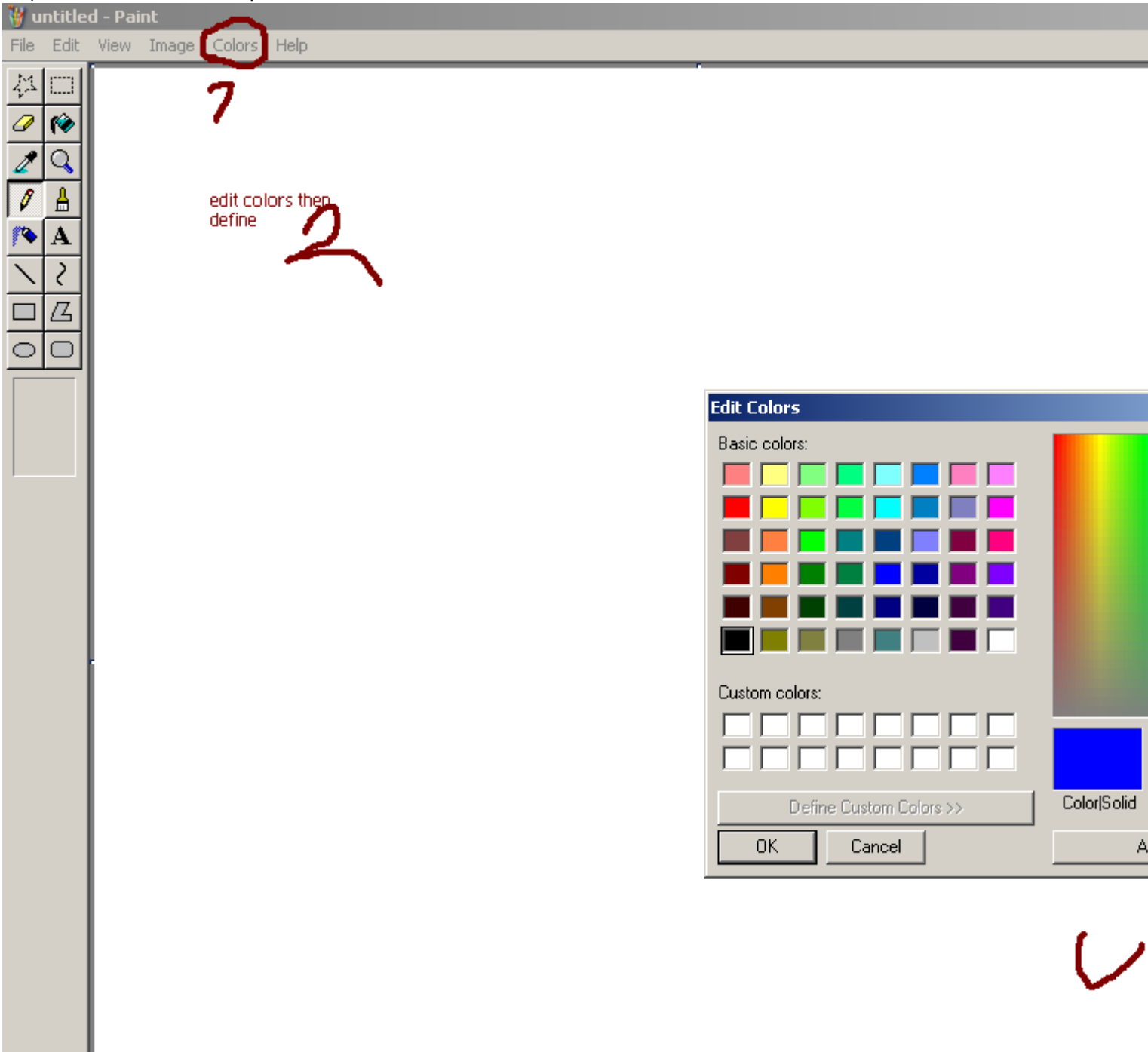
Subject: Re: Changing In-Game text  
Posted by [Di3HardNL](#) on Fri, 31 Oct 2008 16:02:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

for color values ->

### File Attachments

1) [screen3.PNG](#), downloaded 266 times



Subject: Re: Changing In-Game text  
Posted by [slosha](#) on Sat, 01 Nov 2008 04:48:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks. i'll check it out.

---

Subject: Re: Changing In-Game text  
Posted by [ErroR](#) on Sat, 01 Nov 2008 09:52:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

works nice (but if u already have a hud.ini (eg. RxD has blue hud blue pt icon borders etc. so if so u will have to extract the current hud.ini and edit it (or edit the existing one).

---