

---

Subject: Health bar

Posted by [Karmanaut](#) on Sat, 11 Jul 2009 16:50:36 GMT

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

---

Which file controls the health bar of buildings vechs and chars?

---

---

Subject: Re: Health bar

Posted by [LeeumDee](#) on Sat, 11 Jul 2009 16:58:11 GMT

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

---

its in hud\_main.dds

---

---

Subject: Re: Health bar

Posted by [Karmanaut](#) on Sat, 11 Jul 2009 17:43:34 GMT

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

---

...does that control any other elements of the HUD? I mean, i just wanna change the health bar.

---

---

Subject: Re: Health bar

Posted by [LeeumDee](#) on Sat, 11 Jul 2009 18:03:22 GMT

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

---

It does yeah.

I've marked in this image the bit you need to change for the healthbar

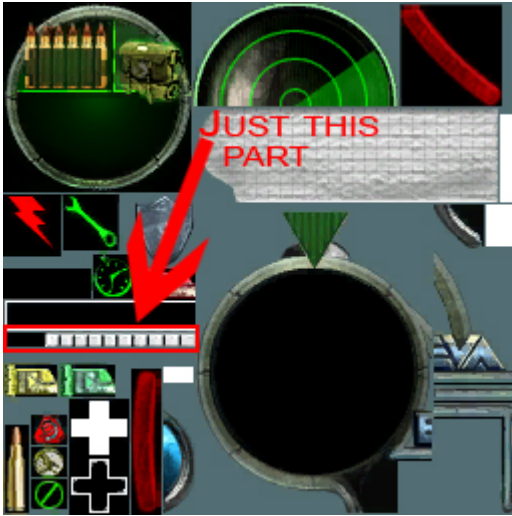
Dont forget you will need to change the alpha layer too if you change the shape. If you have a specific request, feel free to ask and i might be able do it for you.

---

### File Attachments

1) [hud\\_main.jpg](#), downloaded 702 times

---



---

Subject: Re: Health bar  
Posted by [Xena](#) on Tue, 14 Jul 2009 04:57:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

it will stay green/yellor/red too

---