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Subject: Text Color?

Posted by [Ferhago](#) on Tue, 03 Jun 2003 19:55:54 GMT

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Is there a way to change the text color in renegade?

The dark blue for pages is so hard to see

Same with nods red

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Subject: Text Color?

Posted by [Squiddley](#) on Fri, 04 Jul 2003 09:34:06 GMT

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I'd like to know if this can be done too. Anyone have any idea? TYIA.

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Subject: Text Color?

Posted by [bigwig992](#) on Sat, 05 Jul 2003 04:47:43 GMT

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No, but you can make all your text bold. Look for the style note pad thing in the data folder. Read through is and I think you can set your own font you want, but I didn't test it. It said something about Bold:0=False, 1=True. So I changed a 0 to a 1 and now I have a nice BOLD text for credits, times, scores, pages, announcements, player names, everthing within the game of play itself. It's pretty cool.

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Subject: Text Color?

Posted by [coolmant](#) on Sat, 05 Jul 2003 17:05:38 GMT

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bigwig992No, but you can make all your text bold. Look for the style note pad thing in the data folder. Read through is and I think you can set your own font you want, but I didn't test it. It said something about Bold:0=False, 1=True. So I changed a 0 to a 1 and now I have a nice BOLD text for credits, times, scores, pages, announcements, player names, everthing within the game of play itself. It's pretty cool.

Sweet.

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Subject: Text Color?

Posted by [Gus](#) on Sun, 06 Jul 2003 04:22:56 GMT

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coolmantbigwig992No, but you can make all your text bold. Look for the style note pad thing in the data folder. Read through is and I think you can set your own font you want, but I didn't test it. It said something about Bold:0=False, 1=True. So I changed a 0 to a 1 and now I have a nice BOLD text for credits, times, scores, pages, announcements, player names, everthing within the game of play itself. It's pretty cool.

Sweet.

Yes!

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Subject: Text Color?

Posted by [Neo5](#) on Sun, 06 Jul 2003 05:10:34 GMT

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Affirmative!

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Subject: Text Color?

Posted by [Ferhago](#) on Sun, 06 Jul 2003 20:03:14 GMT

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Yeah I knew about the style setting

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