



HALF-LIFE 2: DEATHMATCH - Customizing

Intro:

To do all those changes to the HUD etc. mentioned in this tutorial you have to have some tools:

Texteditor: Notepad or Wordpad of Windows

FontCreator: To change e.g. the HUD-Numbers for Ammo, Suit, etc.
<http://www.high-logic.com/fontcreator.html>

GCFscape: To extract files from Steam's *.gcf files
<http://nemesis.thewavelength.net/index.php?p=25>

VTFEdit: Tool used to make custom backgrounds
<http://nemesis.thewavelength.net/index.php?c=178>

All files mentioned in this tutorial are provided in almost its default format so you don't need to extract all those files manually via GCFscape, but I wanted to mention this software if you perhaps stumble upon this tutorial only and not the corresponding files.

GCFscape is quite self-explanatory after its installation, it is similar to the Windows Explorer.

Open with GCFscape the following *.gcf files (located in the /Program Files/Steam/steamapps folder) to get the files mentioned after them:

half life 2 deathmatch.gcf: ClientScheme.res (root/hl2mp/resource)
HudAnimations.txt (root/hl2mp/scripts)
HudLayout.res (root/hl2mp/scripts)
ScoreBoard.res (root/hl2mp/resource/UI)

base source engine 2.gcf: BaseChat.res (root/hl2/resource/UI)

If you have extracted those files to your Desktop, copy them to the same-named folder in your Steam / Half-Life 2 Deathmatch installation, i.e.

C:// Program Files//Steam//steamapps//USERNAME//half life 2 deathmatch//hl2mp/resource//

C:// Program Files//Steam//steamapps//USERNAME//half life 2 deathmatch//hl2mp/resource// UI//

C:// Program Files//Steam//steamapps//USERNAME//half life 2 deathmatch//hl2mp/scripts//

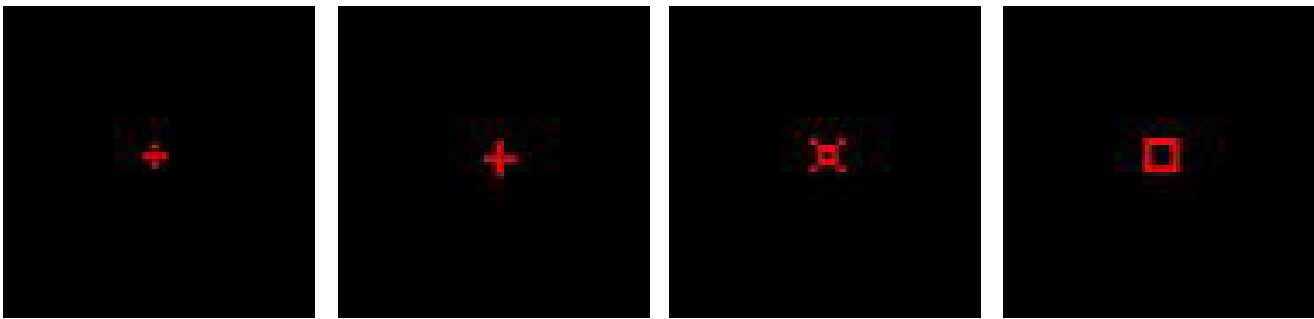
There shouldn't be a "scripts" or a "UI" subfolder by default so just create folders with those names.

Index:

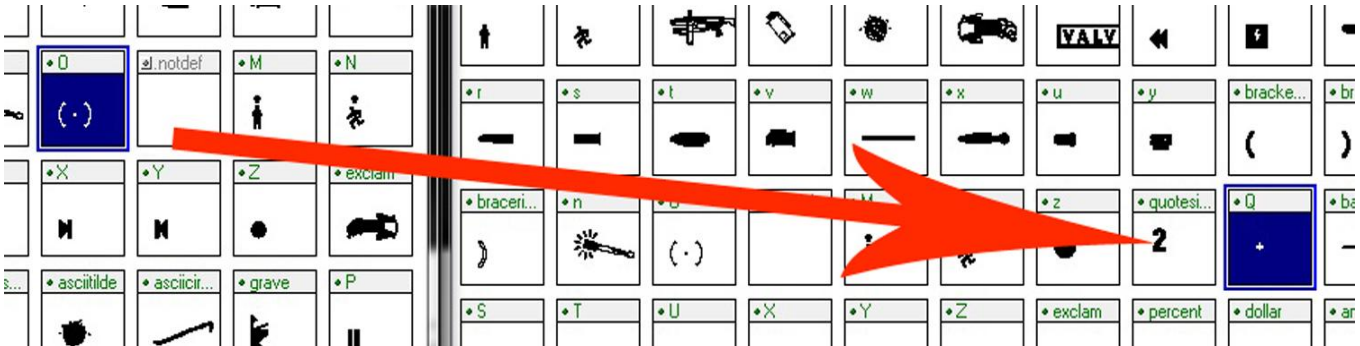
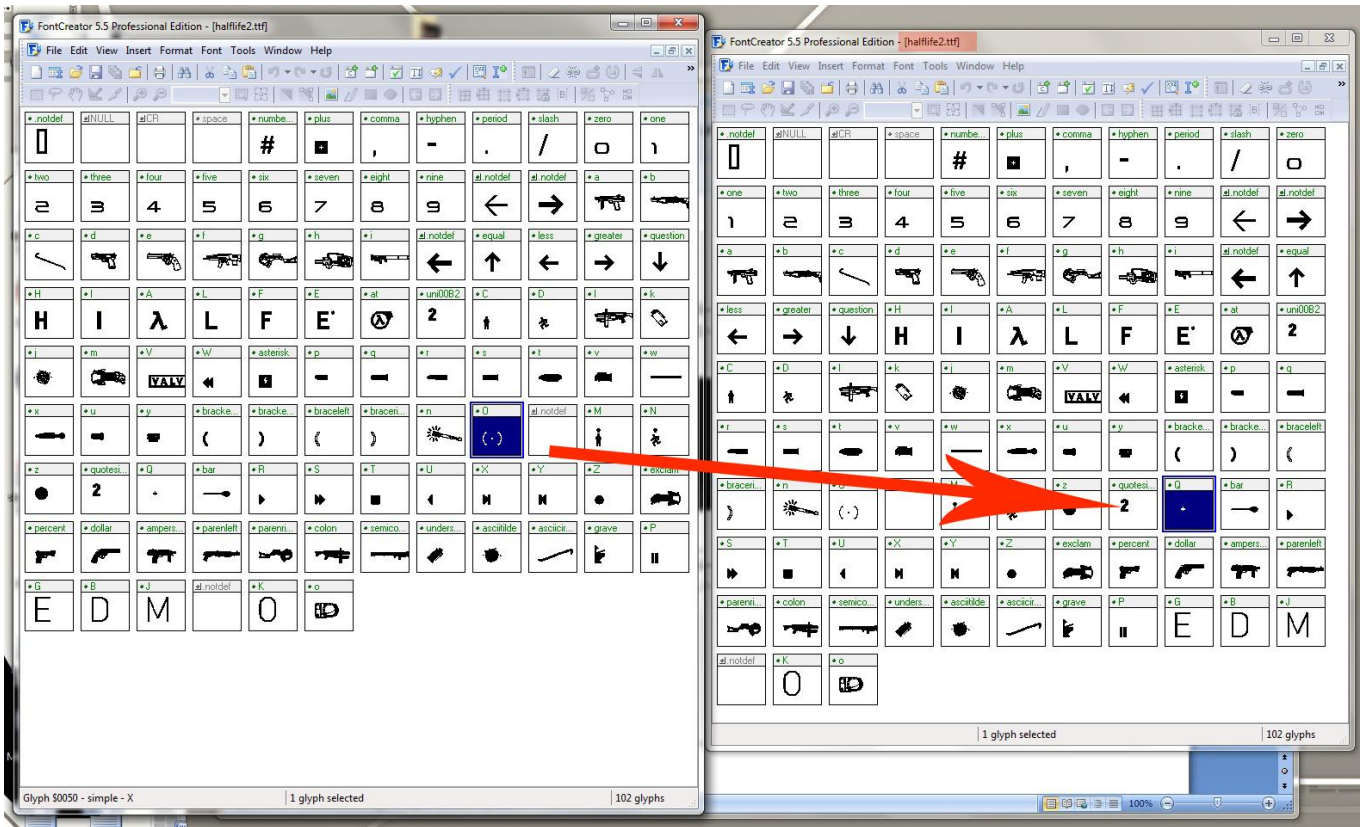
1. Changing the Crosshair
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6. Changing the Aux-Power color
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1.) Changing the Crosshair

The standard HL²DM Crosshair is in a font file, the halflife2.ttf and can be found in the hl2mp/resource folder. Attached you'll find 4 red coloured custom crosshairs.



To change the default crosshair to a customized crosshair you will have to open the halflife2.ttf with a program that can read and manipulate fonts, for example the FontCreator. You also open the font that contains the customized crosshair. Then you copy the customized crosshair and paste it into the halflife2.ttf. It should in the halflife2.ttf take in the unit “Q”.



If you have now successfully exchanged the unit “Q” in your halflife2.ttf save the file and be sure to make it read only afterwards. If you launch the game and connect to a server without having the modified halflife2.ttf set to read-only then the file will be changed to its original state.

2.) Changing crosshair colour

To change the colour of your Crosshair open the ClientScheme.res with an Editor and look for the following value (red marked):

```
// HL1-style HUD colors
"Yellowish" "255 160 0 255"
"Normal" "255 255 255 255"
"Caution" "255 48 0 255"
```

The numbers stand for the colour. In this case the crosshair would be white. The first of these four numbers stand for the red amount, the second for the green amount and the third for the blue amount. The forth number stands for the level of transparency.
If you want your crosshair to be green you have to change the value like this:

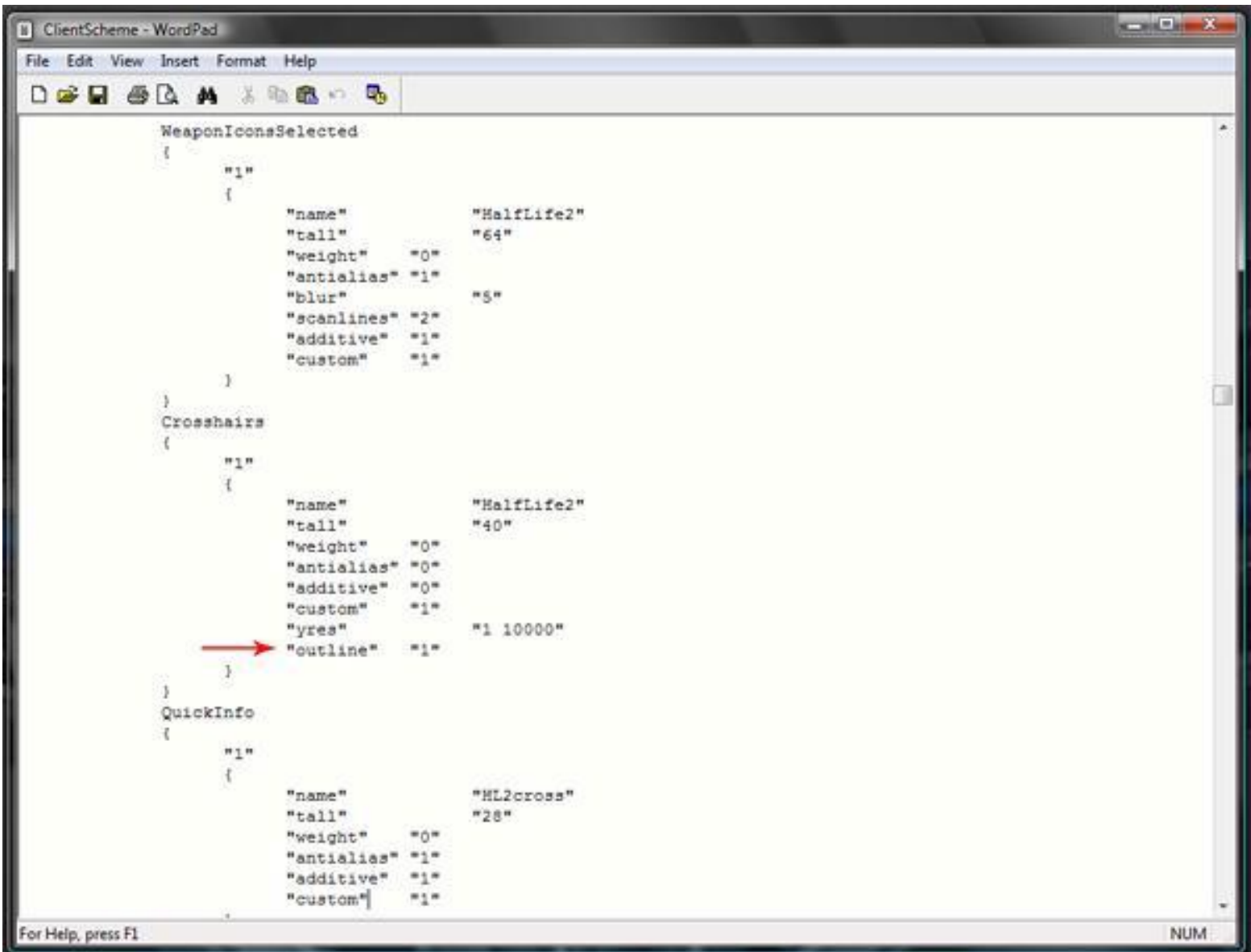
```
// HL1-style HUD colors
"Yellowish" "255 160 0 255"
"Normal" "0 255 0 255"
"Caution" "255 48 0 255"
```

Example values:

X11 Farbe / Farbname	RGB	Hex	Farb-Beispiel
AliceBlue	240,248,255	F0F8FF	
BlueViolet	138,43,226	8A2BE2	
CadetBlue	95,158,160	5F9EA0	
CadetBlue1	152,245,255	98F5FF	
CadetBlue2	142,229,238	8EE5EE	
CadetBlue3	122,197,205	7AC5CD	
CadetBlue4	83,134,139	53868B	
CornflowerBlue	100,149,237	6495ED	
DarkBlue	0,0,139	00008B	
DarkCyan	0,139,139	008B8B	
DarkSlateBlue	72,61,139	483D8B	
DarkTurquoise	0,206,209	00CED1	
DeepSkyBlue	0,191,255	00BFFF	
DeepSkyBlue1	0,191,255	00BFFF	
DeepSkyBlue2	0,178,238	00B2EE	
DeepSkyBlue3	0,154,205	009ACD	
DeepSkyBlue4	0,104,139	00688B	
DodgerBlue	30,144,255	1E90FF	
DodgerBlue1	30,144,255	1E90FF	
DodgerBlue2	28,134,238	1C86EE	
DodgerBlue3	24,116,205	1874CD	
DodgerBlue4	16,78,139	104E8B	
LightBlue	173,216,230	ADD8E6	

3.) Crosshair outline (NOT POSSIBLE ANYMORE SINCE UPDATE)

There is the possibility to give your crosshair a black “ outline” which helps to perfectly see your crosshair even on bright backgrounds, especially when using a bright crosshair colour.
Open the ClientScheme.res and look for the entry „Crosshairs“, simply add there a line called „outline“ „1“
as shown in the screenshot. Furthermore I advise you to set the value at „additive“ (transparency) and „antialias“ (antialiasing) to „0“ to give your crosshair the best visibility.



4.) Changing Ammo and Health colour

If you want to change the colour of your health and ammo then you have to change the following values in the ClientScheme.res:

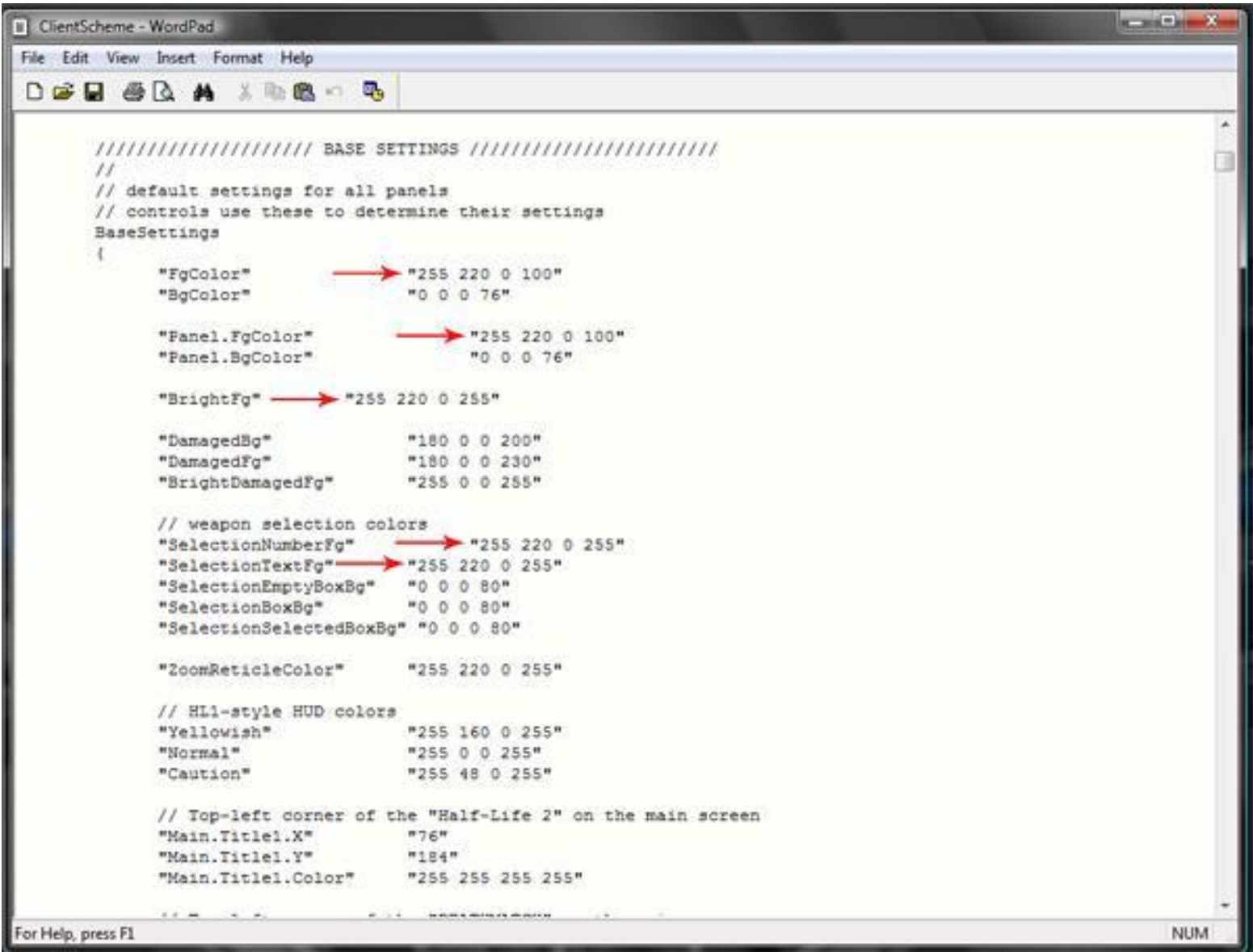
"FgColor" "255 220 0 100"
"BgColor" "0 0 0 76"

"Panel.FgColor" "255 220 0 100"
"Panel.BgColor" "0 0 0 76"

"BrightFg" "255 220 0 255"

"DamagedBg" "180 0 0 200"
"DamagedFg" "180 0 0 230"
"BrightDamagedFg" "255 0 0 255"

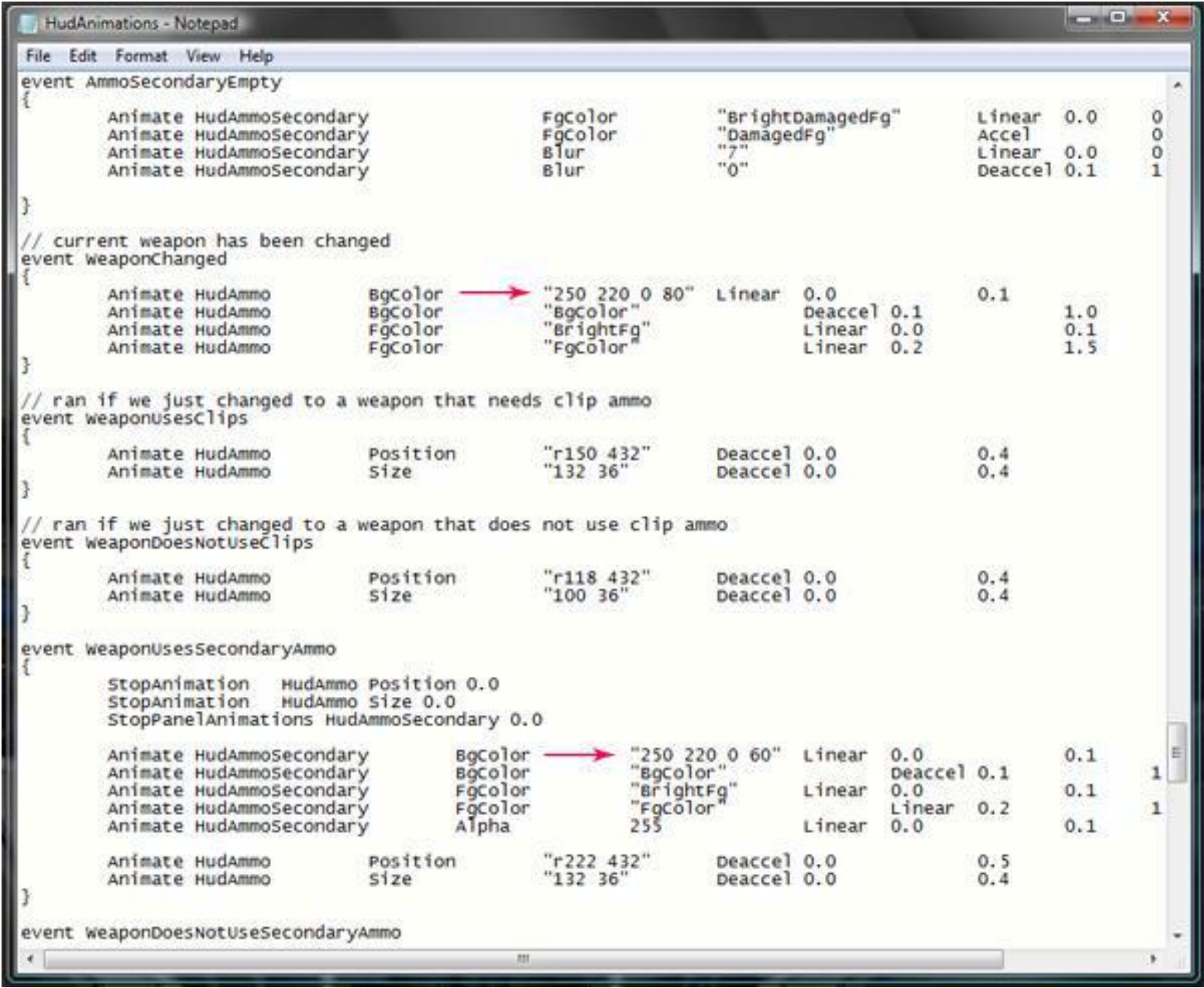
// weapon selection colors
"SelectionNumberFg" "255 220 0 255 "
"SelectionTextFg" "255 220 0 255 "
"SelectionEmptyBoxBg" "0 0 0 80"
"SelectionBoxBg" "0 0 0 80"
"SelectionSelectedBoxBg" "0 0 0 80"



5.) Changing the Reload colour

Open the hudanimations.txt to change the colour you can see whilst reloading your weapon.
The values you have to edit are at the very end of the file:

event WeaponChanged
event WeaponUsesSecondaryAmmo



6.) Changing Aux-Power colour

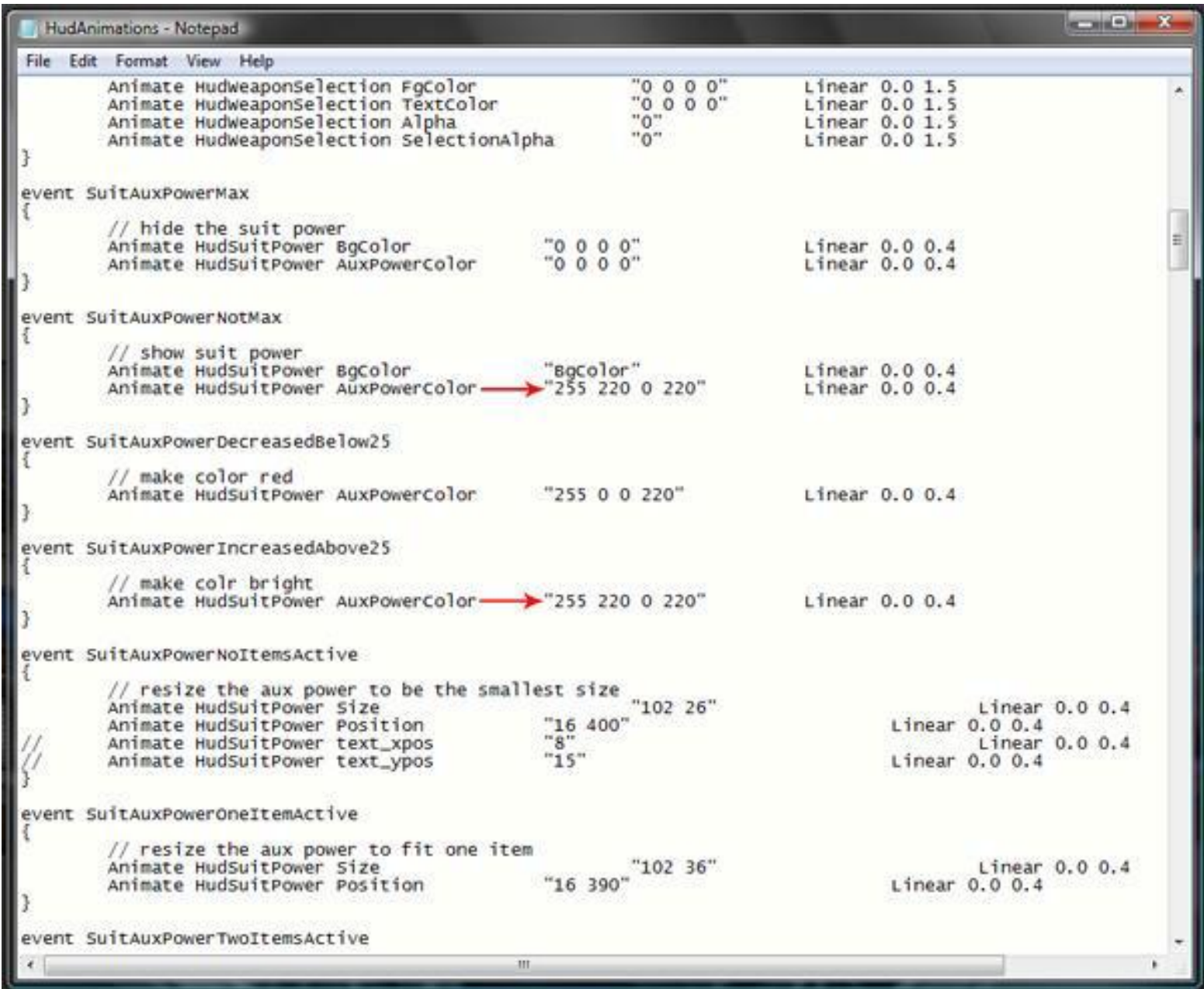
If everything is now to your liking and you start the game you will see that the Aux-Power panel is still orange.

To change this you have to open the „Hudanimations.txt” and look for the following values:

```
event SuitAuxPowerNotMax
{
// show suit power
Animate HudSuitPower BgColor "BgColor" Linear 0.0 0.4
Animate HudSuitPower AuxPowerColor "255 220 0 220" Linear 0.0 0.4
}
```

```
event SuitAuxPowerDecreasedBelow25
{
// make color red
Animate HudSuitPower AuxPowerColor "255 0 0 220" Linear 0.0 0.4
}
```

```
event SuitAuxPowerIncreasedAbove25
{
// make color bright
Animate HudSuitPower AuxPowerColor "255 220 0 220" Linear 0.0 0.4
}
```



eventSuitAuxPowerNotMax defines the colour which your Aux Power has in its common state. (default: Orange).

eventSuitAuxPowerIncreasedAbove25 defines the colour your Aux Power got if its above 25. (default: Orange)

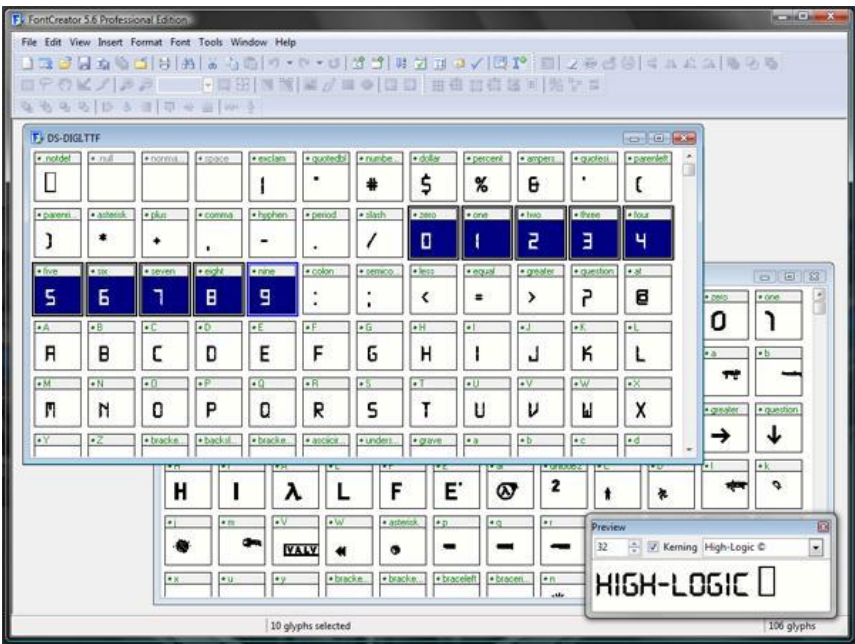
event SuitAuxPowerDecreasedBelow25 defines the colour your Aux Power got if it drops below 25. (default: Red)

7.) Changing the HUD-Font

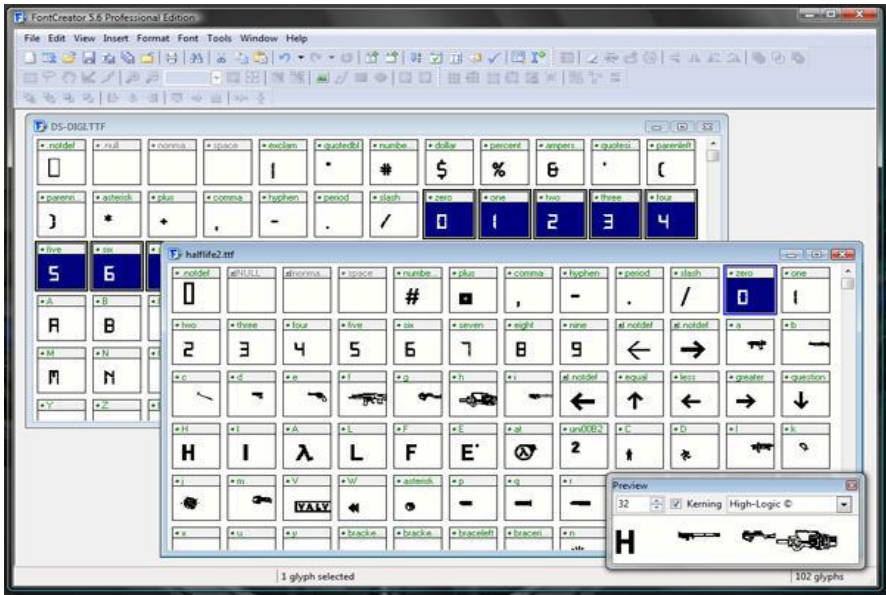
The numbers which indicate the health, suit and ammunition can be found in the halflife2.ttf. With the in the beginning mentioned software „FontCreator“ you are able to change those numbers .

You can find a wide choice of fonts on www.dafont.com , if you found a suitable one, download the font and open it with FontCreator via „File -> Open -> Font File“.

Alos open your halflife2.ttf from hl2mp/resource/. It should now look similar to this on your monitor:

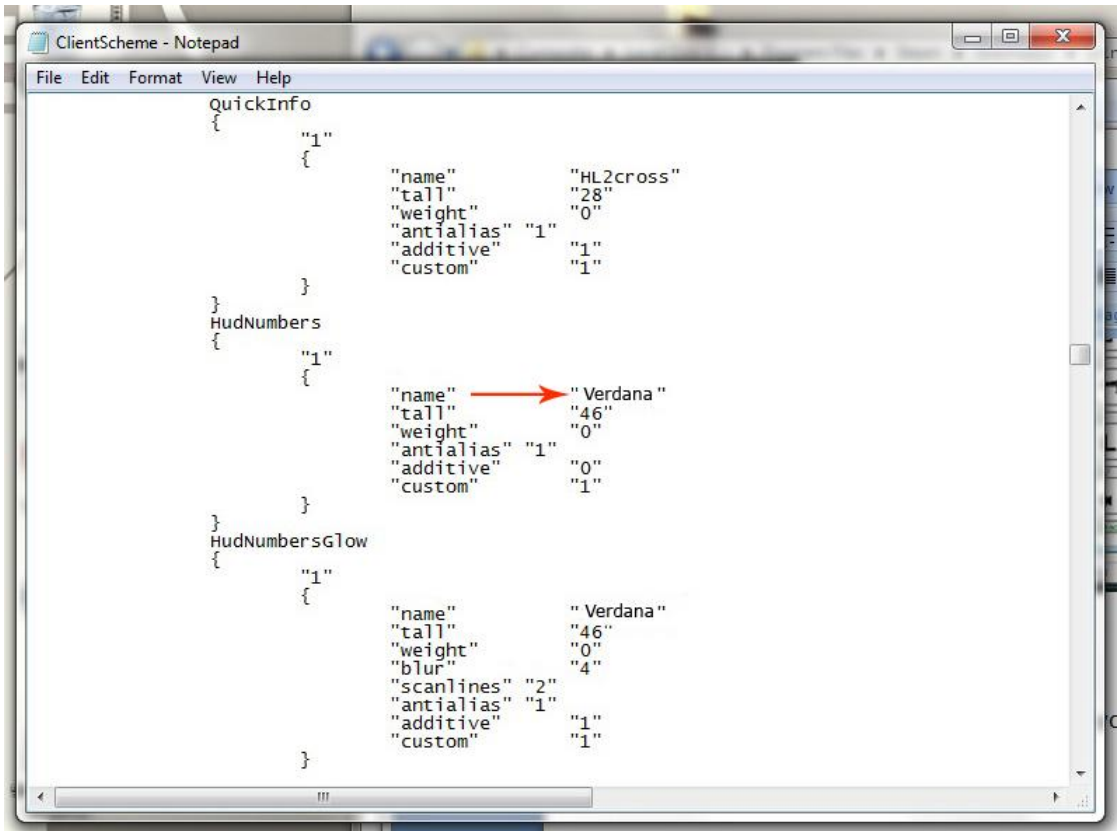


Now copy all the numbers from 0-9 from your downloaded font and paste them into your halflife2.ttf.



OR

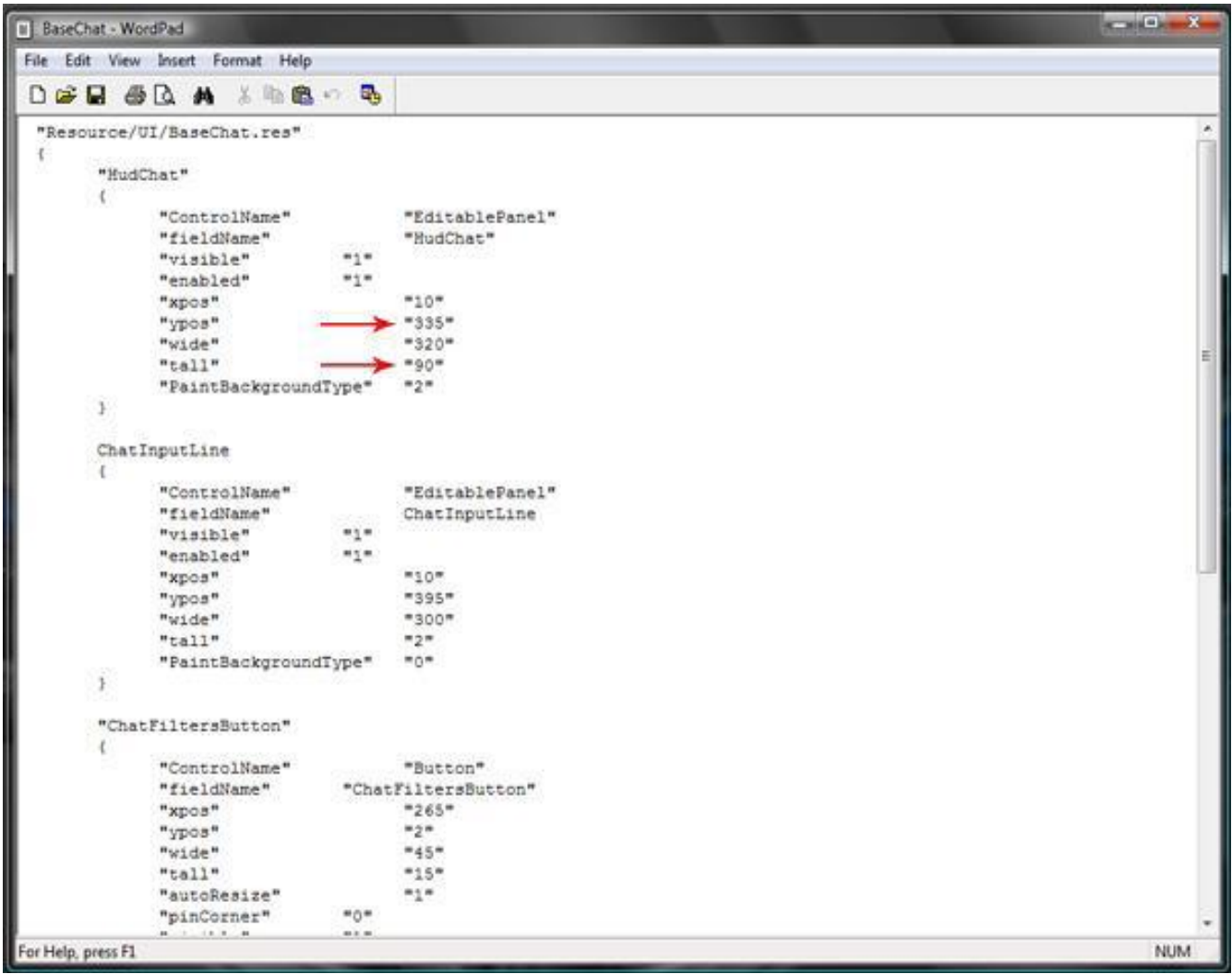
Install the downloaded ttf-file on your computer, open the ClienScheme.res and change “Verdana” to the name of the downloaded Font. Do this for HudNumbers , HudNumbersGlow and HudNumbersSmall.



8.) Making the chat window smaller

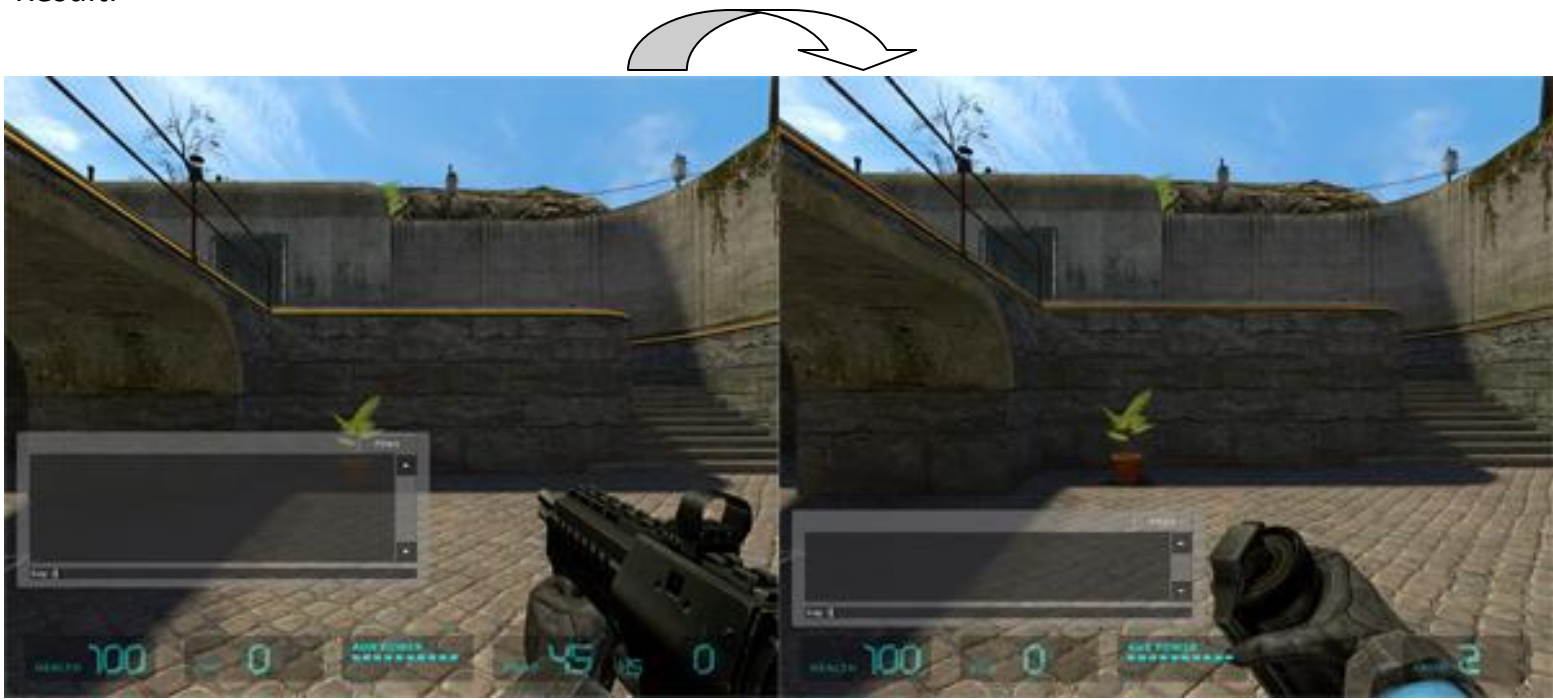
This can be achieved by editing the “BaseChat.res”.

Edit the following values:



„ypos“ „335“ (chat position on x-axis / default „275“)
„tall“ „90“ (chat size / default „120“)

Result:



10.)Making the Scoreboard smaller

By editing the ScoreBoard.res you can have a small scoreboard that adjusts its size depending on how many players are currently on the server.
Simply change the “tall” value to “100”.

