

## A Community discussion forum for Halo Custom Edition, Halo 2 Vista, Portal and Halo Machinima

Halo Maps Home

Halo CE Maps **Portal Maps** 

Halo 2 Vista Maps

**Halo Movies** 

Halo CE Chronicles Forum

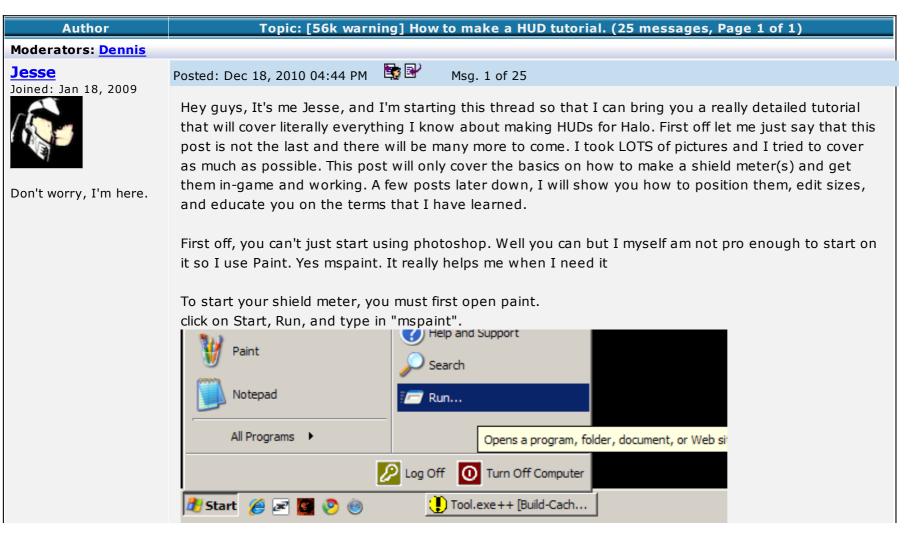
New Topic

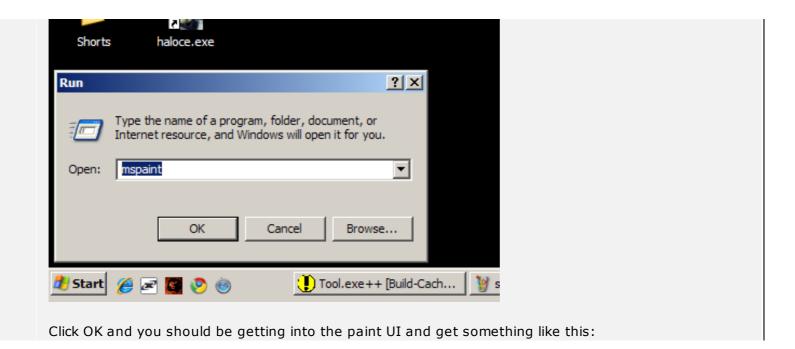
Port Reply

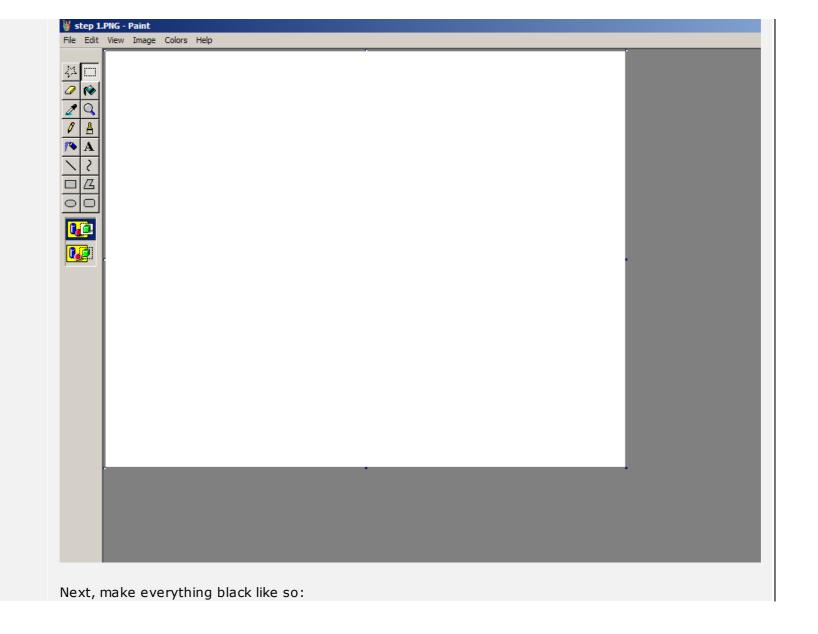
**HCE Art** 

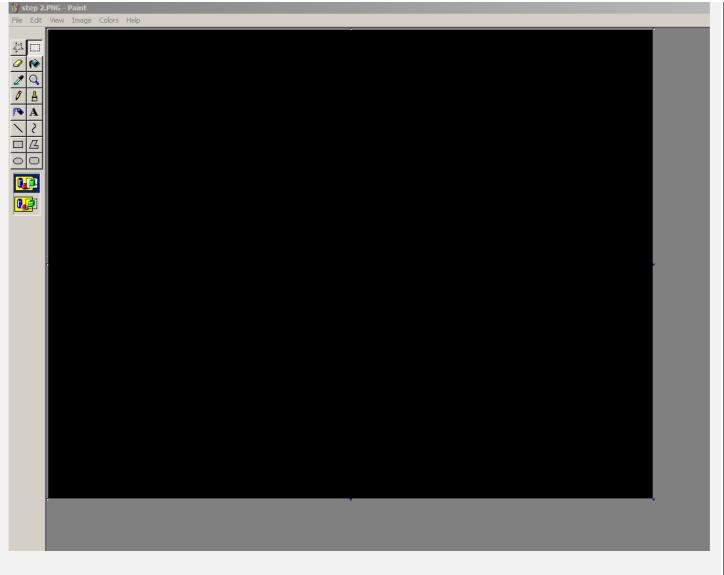
Member List Recent Posts

»Forums Index »Halo CE Maps (Bungie/Gearbox) »Halo CE General Discussion »[56k warning] How to make a HUD tutorial.







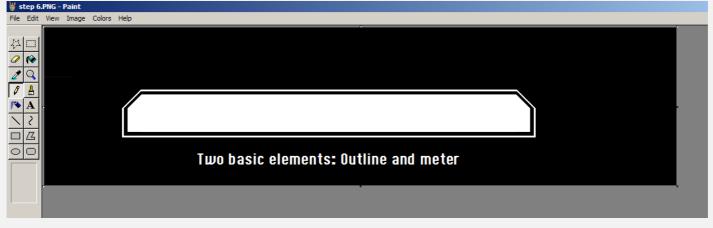


Next, make the image 1024 wide, and 256 high.

Click on either of the three blue squares to drag that edge in one of two directions (full rotation for the diagonal one.)



For this tutorial, I already have a basic shield meter and outline already drawn. it's really easy to make this and you can just copy it off of one of these images. Here I have the shield outline, and the meter itself on the inside. Later on you will separate these, but not yet.



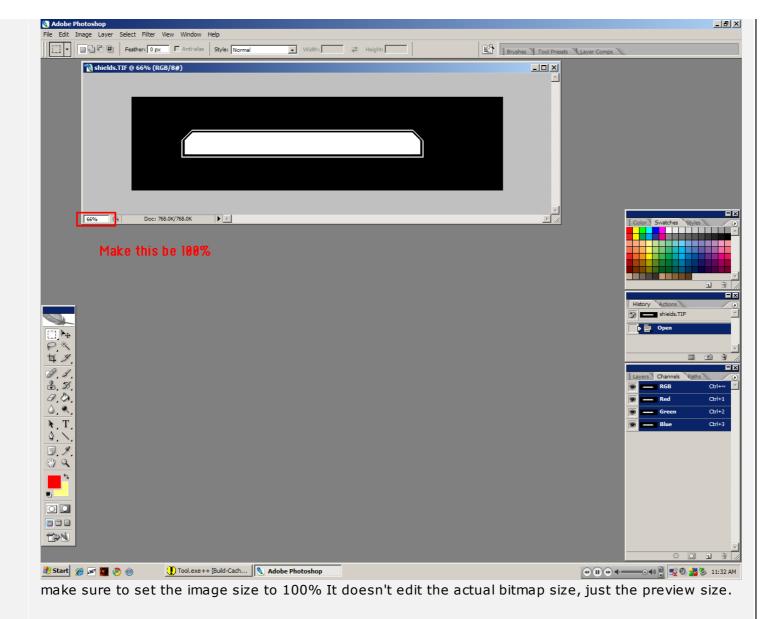
Now if you have drawn your own, or pasted mine, just save it to your desktop. Make sure to save it as a TIF file, or else tool won't be able to compile it, and TIF files don't lose quality.

🦉 step 6.PNG - Paint		
File Edit View Image Colors	Help	
New	Ctrl+N	
Open	Ctrl+O	; Help
Save	Ctrl+S	
Save As		
From Scanner or Camera		
Print Preview		
Page Setup		
Print	Ctrl+P	/
Send		
Set As Background (Tiled)		
Set As Background (Centered)		
1 step 6.PNG		
2 step 2.PNG		
3 step 1.PNG		
4 bk.PNG		
Exit	Alt+F4	
		income with whether have them.

next, you want to open your saved image with photoshop. Here I used photoshop CS2. Yours may be a bit different, but it's usually the same.



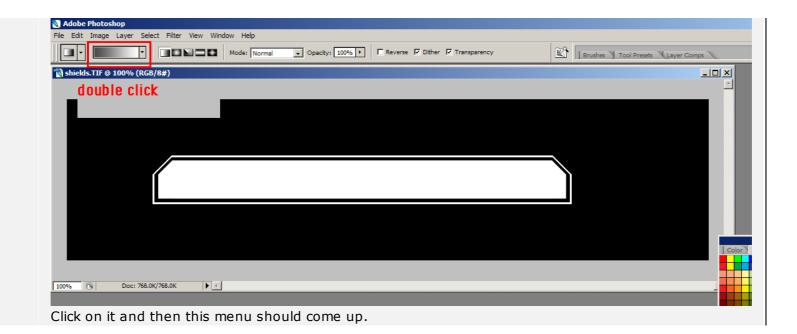
Once you open the image, your UI should look somewhat similar to this:



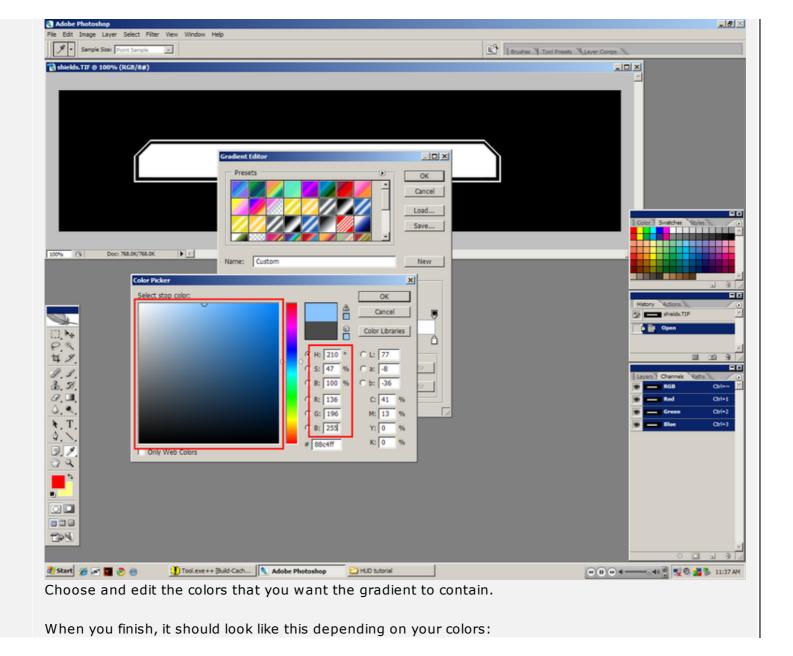
To make a gradient you select the paint bucket tool, then "drag" it sideways to the right and it will show you two subheadings. One for the bucket, and one for the gradient tool. Here we need the gradient tool



Once you select the gradient tool, this option on the top will be there.



dient Editor	<u>×</u>
Presets	ОК
	Cancel
	Load
	Save
ame: Custom	New
Gradient Type: Solid	
Smoothness: 100 🕨 %	
▲	$\rightarrow \Box$
Stops	
Opacity: 🕨 % Location: 🧊 %	Delete
Color: Location: 0 %	Delete
k on either of the two color tabs to edit what co	olors the gradient
ce you click on one, a menu such as this should	



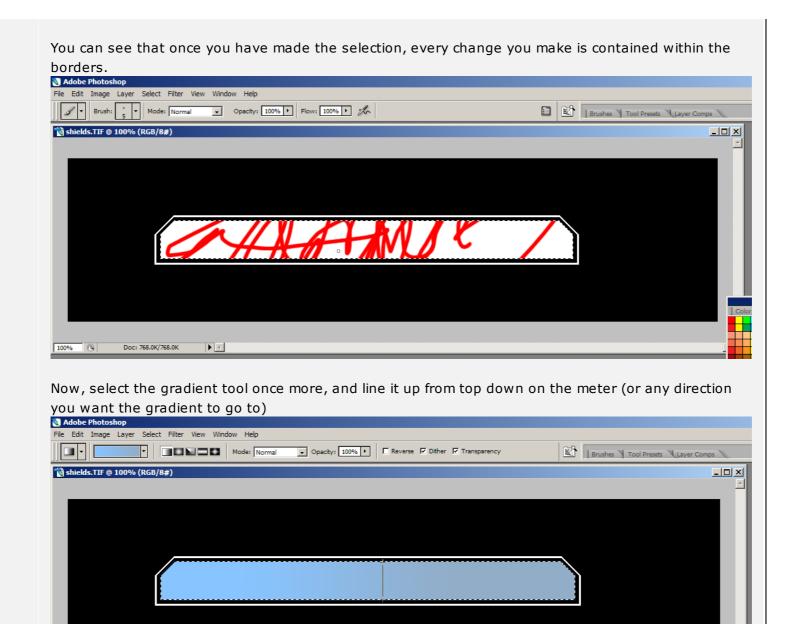
adient Editor	<u>_</u> _×
Presets	OK Cancel Load Save
ame: Custom	New
Gradient Type: Solid Smoothness: 100 N %	
<b>△</b>	
	% Delete
Color: Location: 100	

Now, head over to the panel on the left and you will see the magic wand tool



Select that one and click on the middle of the meter part of the image. This tool will attempt to guess what edges you want selected and 70 percent of the time it gets it right.

Adde Photoshap     F Edd Ingo Layer Select Filter Vern Window Help     F Edd Ingo Layer Select Filter Vern Window Help     To response I2 P Antales P Contgours F Semple Al Layer     ModelSh TJr o 100% (RCG/20)		
Adde Photoshap     F Edd Ingo Layer Select Filter Vern Window Help     F Edd Ingo Layer Select Filter Vern Window Help     To response I2 P Antales P Contgours F Semple Al Layer     ModelSh TJr o 100% (RCG/20)	PX	
A A A A A A A A A A A A A A A A A A A	4 %	
Adde Photoshap     F Edd Ingo Layer Select Filter Vern Window Help     F Edd Ingo Layer Select Filter Vern Window Help     To response I2 P Antales P Contgours F Semple Al Layer     ModelSh TJr o 100% (RCG/20)	a. I.	
Adde Photoshop  Adde Photoshop  Adde Photoshop  Adde Photoshop  Company  Adde Photoshop  Company  Adde Photoshop  Company  Compa	₿. <i>3</i> /	
Addet Hintedes      Constant      Const	<i>a</i> , <b>.</b>	
Addet Hintedes      Constant      Const	۵. ۹.	
Image: Layer Select Filter Vew Window Help         Image: Layer		
Image: Layer Select Filter View Window Help         Image: Layer Compose: Sample Al Layers         Image: Layer Compose: Sample Al Layers	<u>\$.\</u>	
Image: Sect Filter Vew Window Help         Image: Layer Select Filter Vew Window Help         Image: Layer Select Filter Vew Window Help         Image: Layer Contiguous Image: All Layers         Image: Layer Contiguous Image: All Layers		
Adde Photoshop      File Edit Image Layer Select Filer View Window Help      Our Tolerance: 32 IF Antralias IF Contiguous IT Sample Al Layers      Schucks.TIF @ 100% (RCB/8#)		
Adobe Photoshop         File Edit Image Layer Select Filter View Window Help         Image Layer Select Filter View Window Help         Image Layer Contiguous I Sample Al Layers         Image Layer Contiguous I Sample Al Layers         Image Layer Contiguous I Sample Al Layers	<b>e</b>	
Adobe Photoshop         File Edit Image Layer Select Filter View Window Help         Image Layer Select Filter View Window Help         Image Layer Contiguous I Sample Al Layers         Image Layer Contiguous I Sample Al Layers         Image Layer Contiguous I Sample Al Layers		
Adobe Photoshop  File Edit Image Layer Select Filter View Window Help  Tolerance: 32 IF Anti-alias IF Contiguous IT Sample All Layers  Shields.TIF @ 100% (RGB/8#)		
Adobe Photoshop  File Edit Image Layer Select Filter View Window Help  Tolerance: 32 F Anti-alias F Contiguous F Sample All Layers  Shields.TIF @ 100% (RGB/8#)		
Tolerance:     Image: Tolerance: <th></th> <th></th>		
Shields.TIF @ 100% (RGB/8#)	Adobe Photoshop	
	File Edit Image Layer Select Filter View Window Help	ayers Brushes Tool Presets Layer Comps
*	File         Edit         Image         Layer         Select         Filter         View         Window         Help           Image         Imag	ayers Tool Presets Layer Comps
*	File     Edit     Image     Layer     Select     Filter     View     Window     Help       Image     Image     Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image	
	File         Edit         Image         Layer         Select         Filter         View         Window         Help           Image         Imag	
*	File     Edit     Image     Layer     Select     Filter     View     Window     Help       Image     Image     Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image	
*	File     Edit     Image     Layer     Select     Filter     View     Window     Help       Image     Image     Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image     Image     Image     Image     Image     Image     Image       Image	
	File         Edit         Image         Layer         Select         Filter         View         Window         Help           Image         Imag	
	File Edit Image Layer Select Filter View Window Help         Image Layer Select Filter View Mindow Help         Image Layer Select Filter Select Select Filter View Mindow Help         Image Layer Select Filter Select Selec	

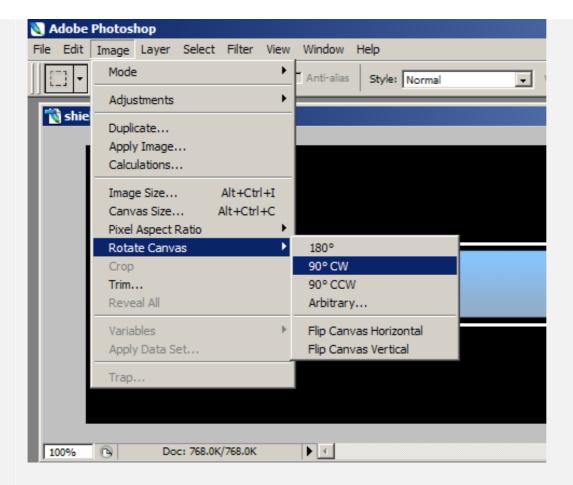


To bend the meter, rotate your canvas by 90 degrees in your preferred direction

Doc: 768.0K/768.0K

100%

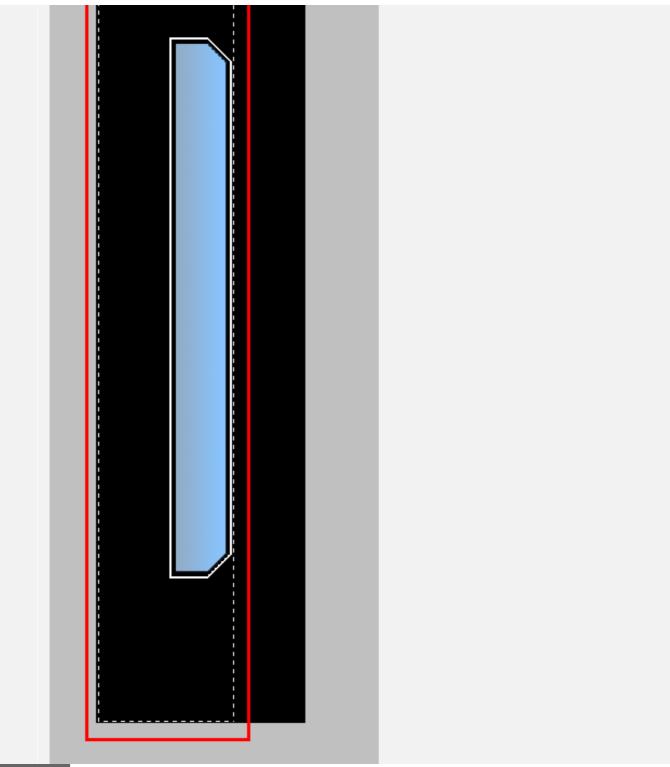
Colo

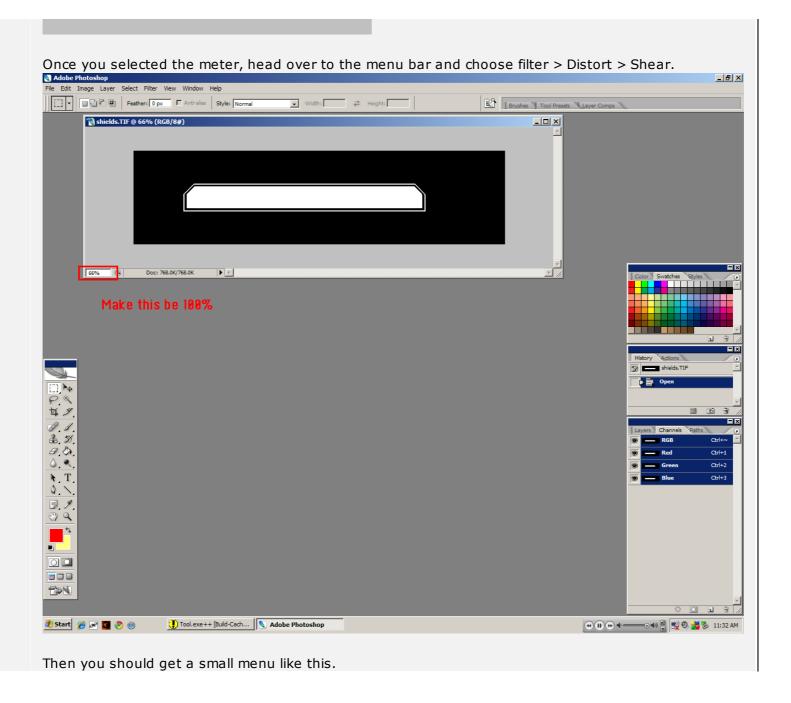


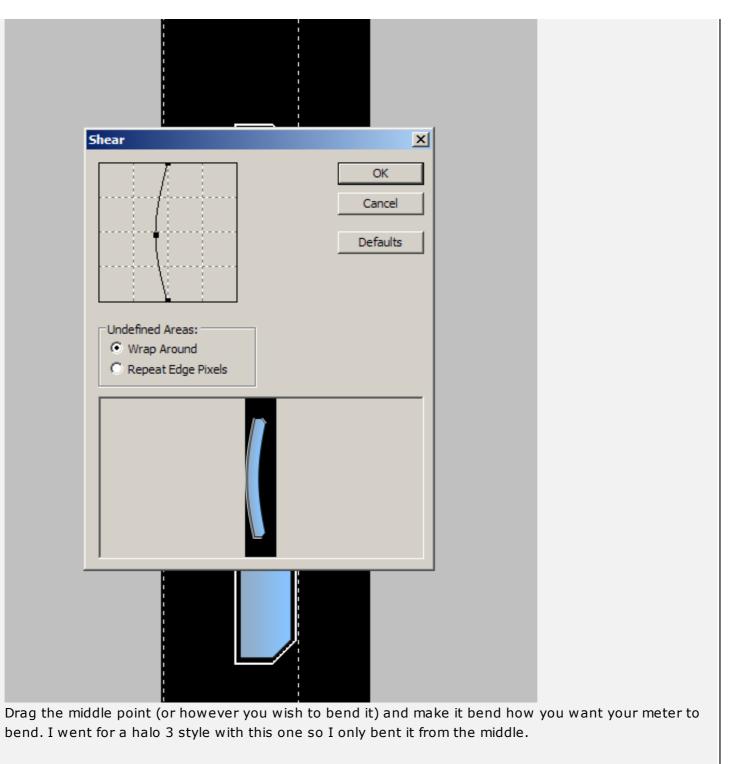
When you have done that, you select the meter such as i did.

▼ Width: Height:

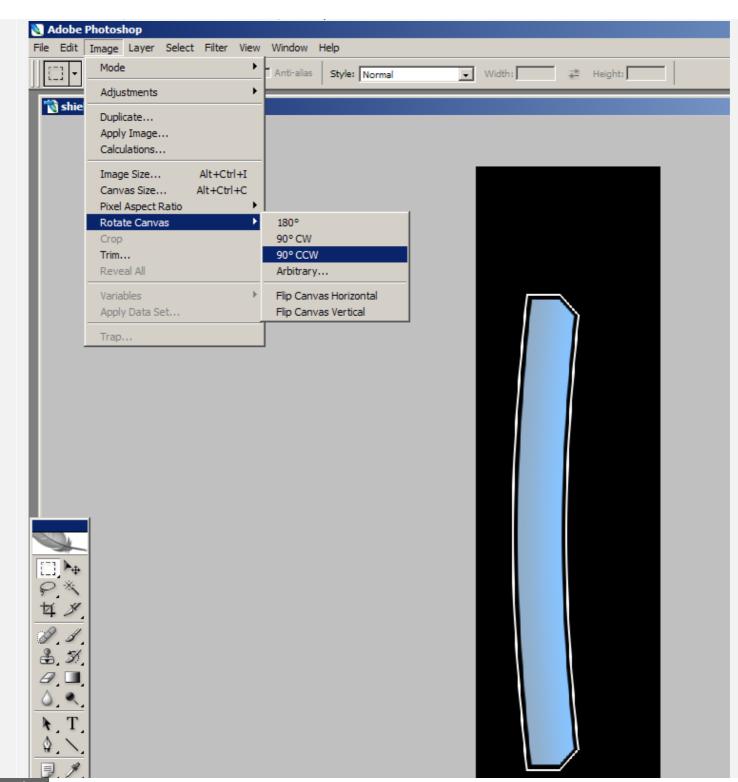
open in browser PRO version Are you a developer? Try out the HTML to PDF API





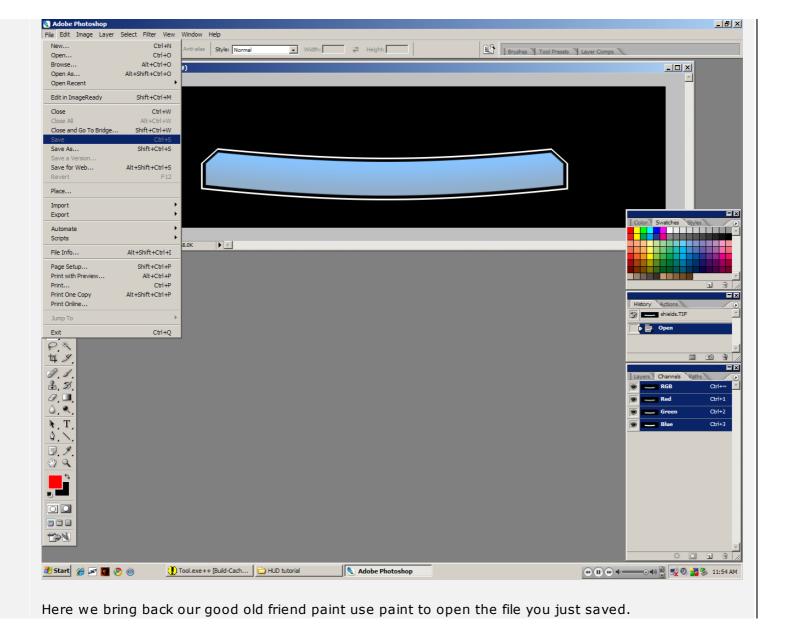


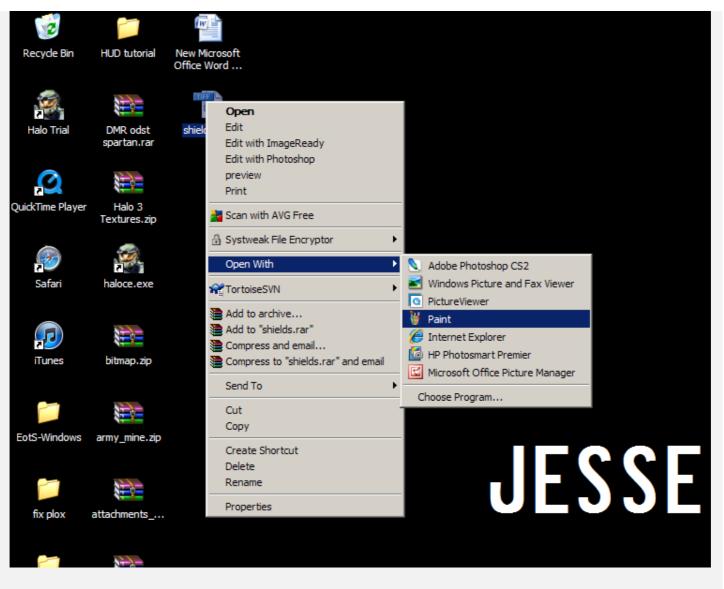
Once it's bent, it should look like this, then you can rotate the canvas back to how it was.



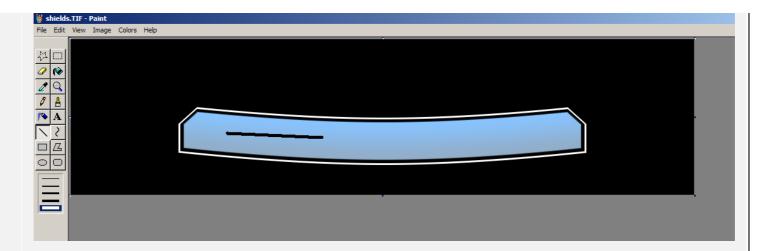
75% 🕞 Doc: 76	i8.0K/768.0K		
🏄 Start 🏾 🏉 🜌 📓 🥺 🍭	Tool.exe++ [Build-Cach	HUD tutorial	Adobe Photoshop

Remember to save!

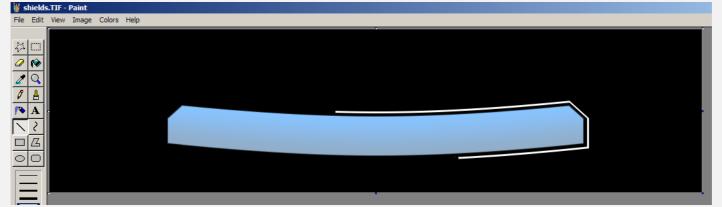




Here you're going to use a thick black line to get separate the outline from the meter.



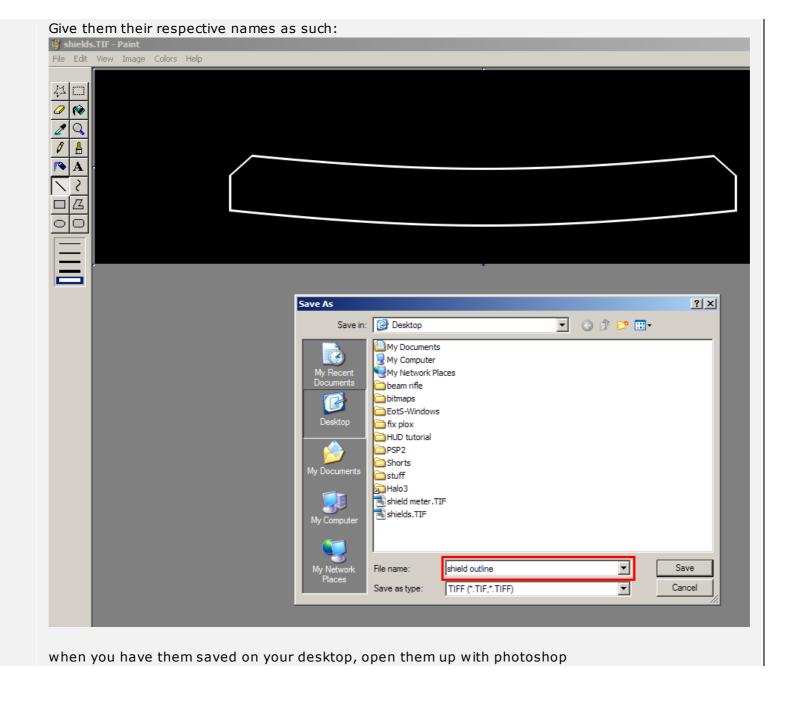
## Use the black line to draw over the outline.

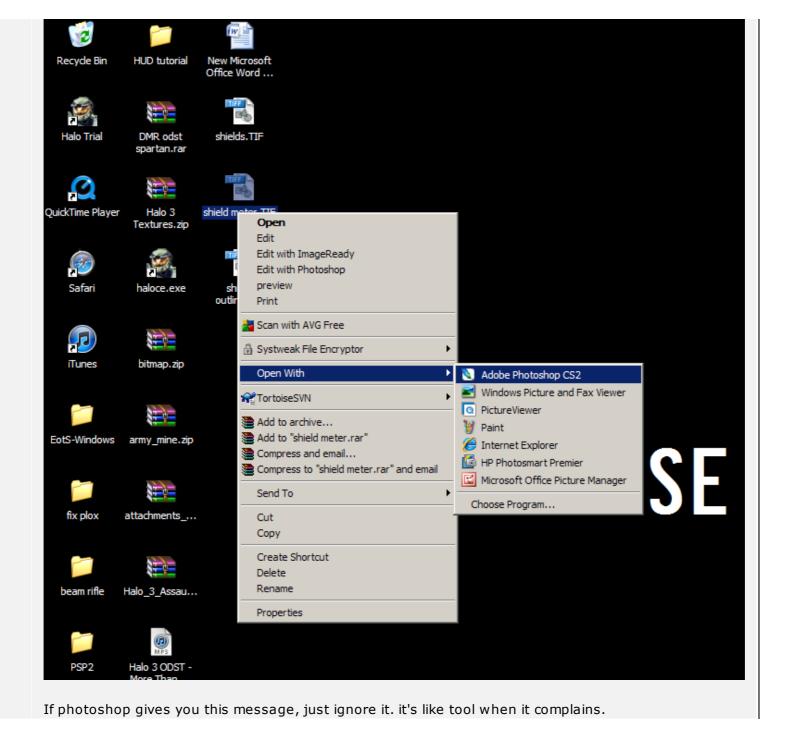


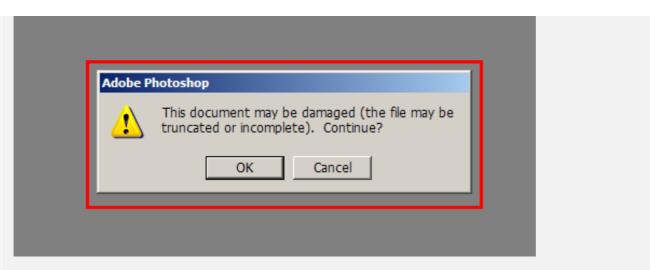
## Then do the same with the meter inside.



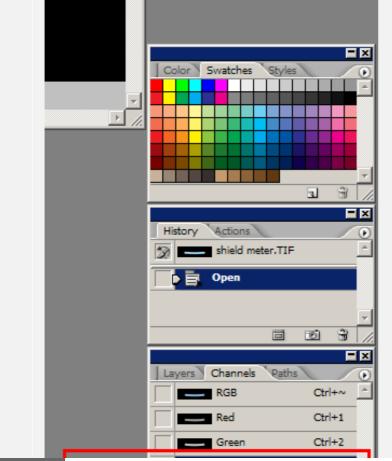
For each element, remember to SAVE AS not overwrite your old one.



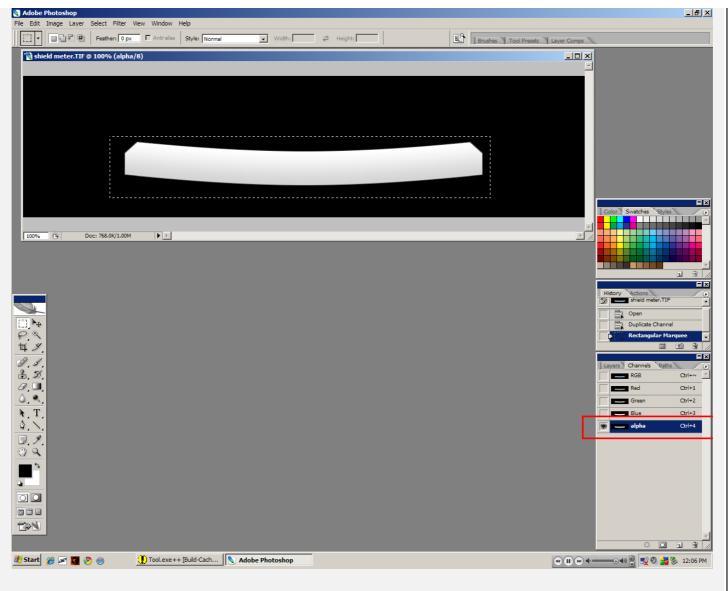




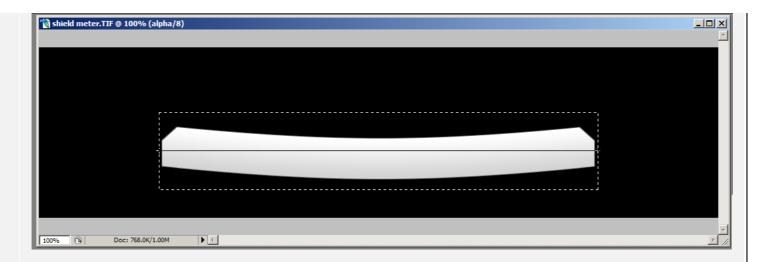
When it is open, head on over to the channels tab and click on the blue\green\red channel. whichever is the brightest or the best candidate to be in the alpha channel. make sure to duplicate it.



Delete Channel	Duplicate Channel	
Image: Channel "alpha"         Duplicate Channel "alpha"         Duplicate: Blue       OK         As: alpha       Cancel         Destination       Document: shield meter.TIF         Name:       Invert	Delete Channel	
Name the duplicated channel "alpha"         Duplicate Channel         Duplicate:         Blue         OK         As:         alpha         Cancel         Document:         shield meter.         TIF         Name:         Invert		
Image: Channel "alpha"         Duplicate Channel "alpha"         Duplicate: Blue       OK         As: alpha       Cancel         Destination       Document: shield meter.TIF         Name:       Invert		
Image: Channel "alpha"         Duplicate Channel "alpha"         Duplicate: Blue       OK         As: alpha       Cancel         Destination       Document: shield meter.TIF         Name:       Invert		
Image: Second		
Image: Channel "alpha"         Duplicate Channel "alpha"         Duplicate: Blue       OK         As: alpha       Cancel         Destination       Document: shield meter.TIF         Name:       Invert		
Image: Second		
Name the duplicated channel "alpha"           Duplicate Channel       Image: Concel         Duplicate:       Blue         Duplicate:       Blue         OK       As:         As:       alpha         Cancel       Destination         Document:       shield meter.TIF         Name:       Invert		
Duplicate Channel       ×         Duplicate: Blue       OK         As: alpha       Cancel         Destination       Cancel         Document: shield meter.TIF          Name:          Invert	🕶 🕕 🖶 🗣 💷 🚭 🛃 🧶 🛃 🗞 12:05 PM	
Duplicate Channel   Duplicate: Blue   OK   As: alpha   Cancel   Destination   Document: shield meter.TIF   Name:   Invert	Name the duplicated channel "alpha"	
Duplicate: Blue OK As: alpha Cancel Destination Document: shield meter.TIF Name: Invert		
As: alpha Cancel  Destination  Document: shield meter.TIF  Name:  Invert	Duplicate Channel	×
Destination Document: shield meter.TIF Name: Invert	Duplicate: Blue	ОК
Document: shield meter.TIF Name: Invert	As: alpha	Cancel
Name:		
	Document: shield meter.TIF	
	Invert	
Now you see the alpha channel here, which is a copy of your selected channel		



Now select the area around the shield meter, make sure to leave at least 3 pixels of space between the meter and the borders.



Create your gradient, and keep in mind that the shields drain toward the black.

🕅 shield meter.TIF @ 100% (alpha/8)	
	<u> </u>
100% Doc: 768.0K/1.00M	Þ

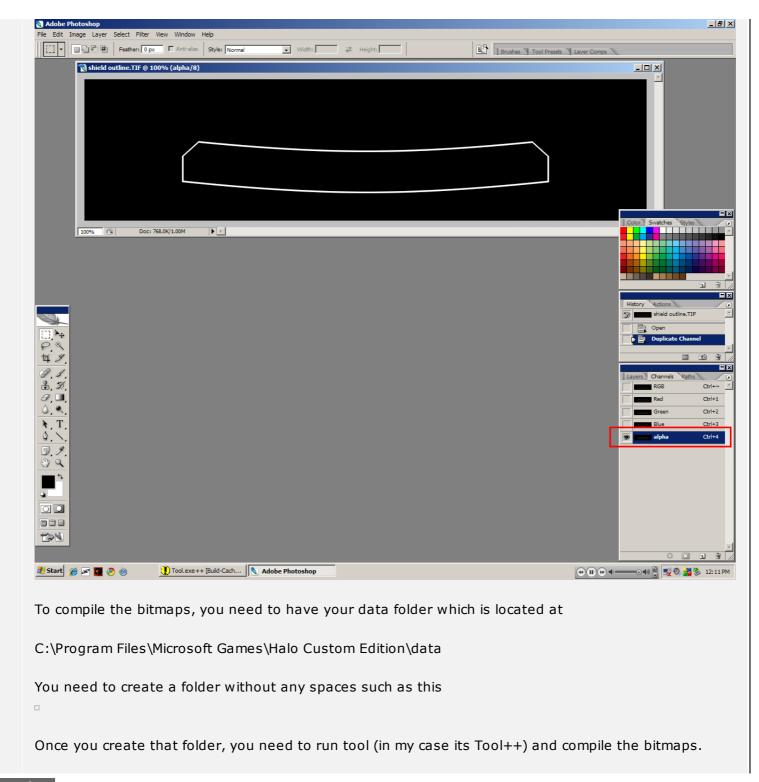
Now save your image (this one was the meter)

Adobe Photoshop	<b>a</b> 1 <b>i</b>	and a	16	
le Edit Image Layer	Select			'
New		_	trl+N	
Open			rl+0	
Browse		Alt+Ct		
Open As	Alt+S	hift+Ct	rl+0	
Open Recent				•
Edit in ImageReady	S	hift+Ct	rl+M	
Close		Ct	rl+W	
Close All		Alt+Ct	rl+W	
Close and Go To Bridge	S	hift+Ct	rl+W	
Save		C	trl+S	
Save As	5	Shift+C	trl+S	
Save a Version				
Save for Web	Alt+9	Shift+C	trl+S	
Revert			F12	_
Place				
Import				×
Export				۲
Automate				Þ
Scripts				۲
File Info	Alt+	Shift+C	trl+I	
Page Setup	5	shift+C	trl+P	
Print with Preview		Alt+C	trl+P	
Print		C	trl+P	
Print One Copy	Alt+S	Shift+C	trl+P	
Print Online				
Jump To				⊧
Exit		Ct	rl+Q	
o				

Now open the shield outline image

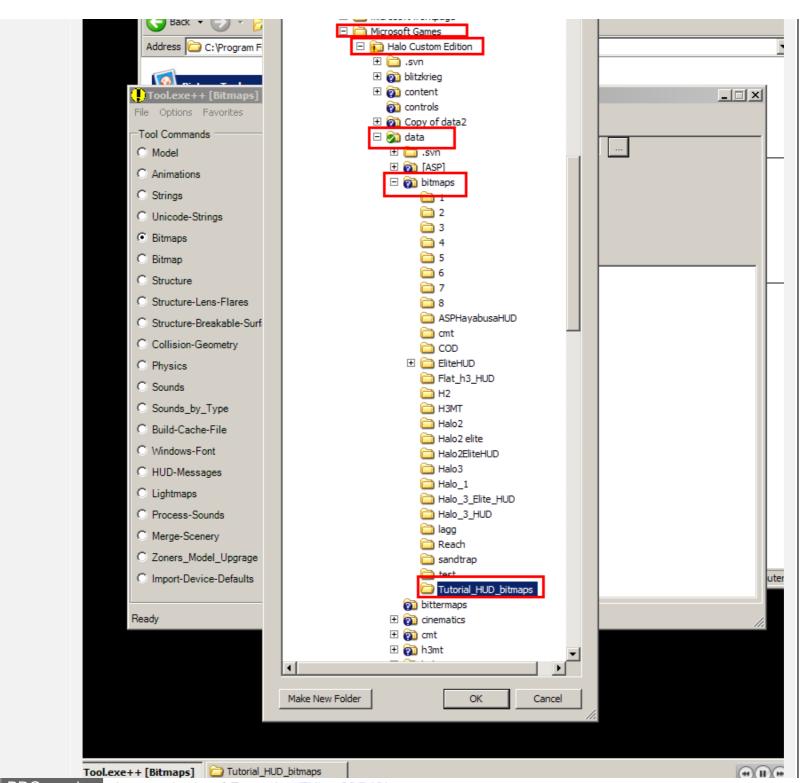
Open		?×
Look in:	🞯 Desktop	💌 🔇 🕸 📂 🎫
My Recent Documents Desktop My Documents My Computer My Network Places	My Documents My Computer My Network Places Halo Trial Tunes QuickTime Player Safari beam rifle bitmaps EotS-Windows fix plox HUD tutorial PSP2 Shorts Stuff 0.jpg 911 Conspiracy Essay.docx army_mine.zip File name: shield outline.TIF Files of type: All Formats	attachments_2010_12_08.zip bitmap.zip DMR odst spartan.rar Halo 3 Halo 3 ODST - More Than His Share.mp3 Halo 3 Textures.zip Halo_3_Assault_Rifle_Tags.zip haloce.exe New Microsoft Office Word Document.doc shield meter.TIF shield outline.TIF shields.TIF shields.TIF
Use Adobe Dialo	File Size: 36	.8K

select the channel you like, duplicate it and name it "alpha" and that's it for the outline, no gradient needed.



For tool++, just click on the t	itmaps dot and sele	ct your folder.	
🗜 Tool.exe++ [Bitmaps]			
File Options Favorites			
Tool Commands			
C Model	Source-Directory		
C Animations		Run Tool	
C Strings			
C Unicode-Strings			
Bitmaps			
O Bitmap	Tool Output:	Cancel Tool Command	
O Structure			
O Structure-Lens-Flares			
O Structure-Breakable-Surfaces			
C Collision-Geometry			
O Physics			
C Sounds			
C Sounds_by_Type			
O Build-Cache-File			
C Windows-Font			
O HUD-Messages			
C Lightmaps			
C Process-Sounds			
C Merge-Scenery			
C Zoners_Model_Upgrage			
C Import-Device-Defaults			
	P		
Ready			11
В	owse For Folder	<u>?</u> ×	
	Select a Folder		
🚞 Tutorial_HUD_bitma			
File Edit View Favo	☐ Messenger ∃ ☐ Microsoft		
	E i inicrosoft fi	rontpage	

open in browser PRO version Are you a developer? Try out the HTML to PDF API

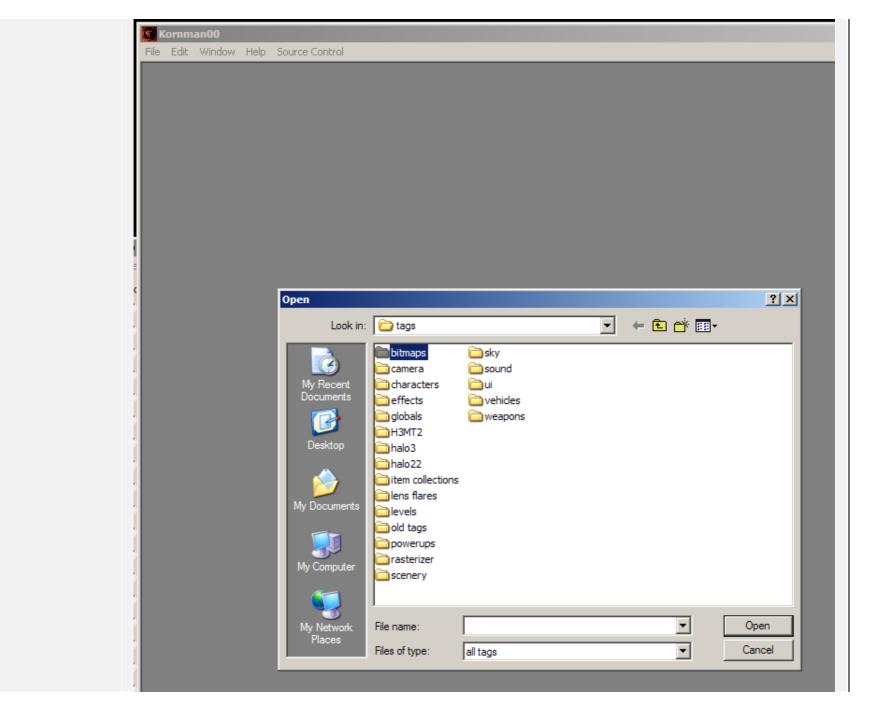


open in browser PRO version Are you a developer? Try out the HTML to PDF API

pdfcrowd.com

Tool.exe++ [Bitmaps]	
File Options Favorites	
Tool Commands	Source-Directory bitmaps\Tutorial_HUD_bitmaps
C Model	Run Tool
O Animations	Kuiriou
C Strings	
C Unicode-Strings	
<ul> <li>Bitmaps</li> </ul>	T 10 m 1
C Bitmap	Tool Output: Cancel Tool Command
C Structure	### shield meter.TIF ==> !!WARNING!! bitmap with greater than 1-bit alpha being compressed as DXT1 <==
O Structure-Lens-Flares	bitmap created: #1024x#256, compressed with color-key transparency, 170K-bytes
O Structure-Breakable-Surfaces	#### shield outline.TIF
C Collision-Geometry	==> !!WARNING!! bitmap with greater than 1-bit alpha being compressed as DXT1 <==
C Physics	bitmap created: #1024x#256, compressed with color-key transparency, 170K-bytes
C Sounds	Couldn't read map file './toolbeta.map'
O Sounds_by_Type	
C Build-Cache-File	Kornman00 says: 🔀
C Windows-Font	Tool Command Completed!
C HUD-Messages	
C Lightmaps	OK
C Process-Sounds	
C Merge-Scenery	
C Zoners_Model_Upgrage	
C Import-Device-Defaults	
Ready	
lick OK once it is done.	

an -- an



Оре	en	
	Look in:	🗁 bitmaps
	My Recent	tutorial_hud_bitmaps

Select both of the bitmaps and hit open

Open					? ×
Look in:	Contral_hud_bitm	naps	•	• 🎬 🍅 🖻	
My Recent Documents Desktop	shield meter.bitm				
My Documents					
My Network Places		'shield meter.bitmap'' all tags	"shield outline.bitma	ap" 💌	Open Cancel

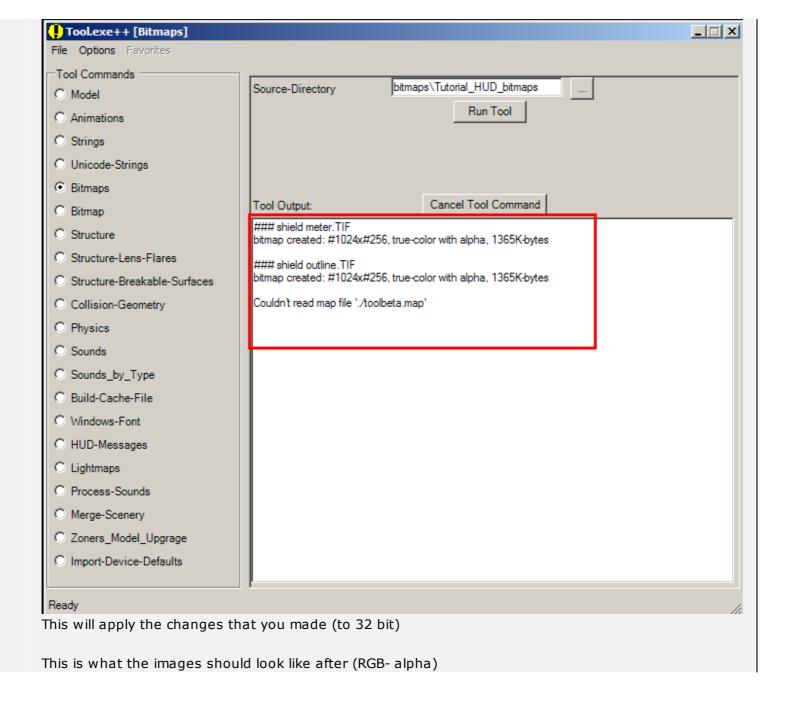
For both images, select 32 bit color. You can use 16 bit color for the outline if you like, 32 bit color is mainly for gradients and detailed color.

📓 bitmaps\tutorial_hud_bitmaps\shield outline.bitmap					
Show Bitmaps					

BITMAPS: * 2D TEXTURES: * 3D TEXTURES: * CUBE MAPS: Cu all faces of a cube * SPRITES: Sprite	ordinary, 2D textures will be generated. Ordinary, 2D textures will be generated. Volume textures will be generated from each sequence of 2D texture 'slices'. Use maps will be generated from each consecutive set of six 2D textures in each sequence, a map must be square and the same size. a texture pages will be generated. MAPS: Similar to 2D TEXTURES, but without mipmaps and without the power of two
type	2D textures
	ow pixels will be stored internally: WITH COLOR-KEY TRANSPARENCY: DXT1 compression, uses 4 bits per pixel. 4x4 blocks
from the plate (all z * COMPRESSED \u00e5 the color key trans * COMPRESSED \u00e5 DXT2/3, except a * 16-BIT COLOR: 1 r5g6b5 (no alpha), * 32-BIT COLOR: 1 up the most memo * MONOCHROME alpha-intensity) and	ted to 2 colors and interpolated, alpha channel uses color-key transparency instead of alpha zero-alpha pixels also have zero-color). WITH EXPLICIT ALPHA: DXT2/3 compression, uses 8 bits per pixel. Same as DXT1 without sparency, alpha channel uses alpha from plate quantized down to 4 bits per pixel. WITH INTERPOLATED ALPHA: DXT4/5 compression, uses 8 bits per pixel. Same as alpha is smoother. Better for smooth alpha gradients, worse for noisy alpha. Uses 16 bits per pixel. Depending on the alpha channel, bitmaps are quantized to either , a1r5g5b5 (1-bit alpha), or a4r4g4b4 (>1-bit alpha). Uses 32 bits per pixel. Very high quality, can have alpha at no added cost. This format takes ary, however. Bitmap formats are x8r8g8b8 and a8r8g8b. Uses either 8 or 16 bits per pixel. Bitmap formats are a8 (alpha), y8 (intensity), ay8 (combined d a8y8 (separate alpha-intensity). s (a.k.a. bump maps) should use 32-bit color; this is internally converted to a palettized format nemory.
format	compressed with color-key transparency  compressed with color-key transparency
	compressed with explicit alpha compressed with interpolated alpha

	* VECTOR MAP: Used mostly for special effects; pixels are treated as XYZ vectors and normalized after downsampling. Alpha is passed through unmodified.					
usage	default	<b>•</b>				
flags	enable diffusion dithering disable height map compression uniform sprite sequences					

Save the bitmaps and run tool again



Kornman00	
File Edit View Window Help	
🖉 shield outline	
	<b></b>
Bitmap bitmap: 0	
Mipmap level don't show alpha	
	<b></b>
	▶ // <sub>1</sub>

If you F-d up, tool will give you this error.

Tool.exe++ [Bitmaps]		
File Options Favorites		
Tool Commands		
C Model	Source-Directory bitmaps\Tutorial_HUD_bitmaps	
C Animations	Run Tool	
C Strings		
C Unicode-Strings		
Bitmaps		
O Bitmap	Tool Output: Cancel Tool Command	
O Structure	### Copy of shield outline TIF skipping bitmap with non-power-of-two dimensions (#941x#256#1)	
O Structure-Lens-Flares	#### shield meter.TIF	
C Structure-Breakable-Surfaces	bitmap created: #1024x#256, true-color with alpha, 1365K-bytes	
C Collision-Geometry	#### shield outline.TIF	
C Physics	bitmap created: #1024x#256, true-color with alpha, 1365K-bytes	
C Sounds	Couldn't read map file './toolbeta.map'	
Sounds_by_Type		
O Build-Cache-File		
• Windows-Font		
O HUD-Messages		
C Lightmaps		
Process-Sounds		
Merge-Scenery		
C Zoners_Model_Upgrage		
C Import-Device-Defaults		
Ready		
nd your bitmap will look li	ike this:	
Kornman00		
ile Edit View Window Help	>	
Comu of	shield outline	

,	
EXTURES: Volume textur MAPS: Cube maps will b s of a cube map must be TES: Sprite texture pages	extures will be generated. es will be generated from each sequence of 2D texture 'slices'. be generated from each consecutive set of six 2D textures in each s square and the same size. will be generated. to 2D TEXTURES, but without mipmaps and without the power of l
	2D textures
s are reduced to 2 colors e plate (all zero-alpha pixe PRESSED WITH EXPLIC or key transparency, alpha PRESSED WITH INTERF 3, except alpha is smooth T COLOR: Uses 16 bits p (no alpha), a1r5g5b5 (1-t T COLOR: Uses 32 bits p most memory, however. B	- KEY TRANSPARENCY: DXT1 compression, uses 4 bits per pixel. and interpolated, alpha channel uses color-key transparency instea

Now to really get the hud ingame go to your tags\ui\hud folder and copy the cyborg\_mp.unit\_hud\_interface folder.

Open	? ×
Look in: 🔁 hud	
Wight Recent Documents       Image: Complete Stop         Wight Documents       Image: Complete Stop         My Computer       Image: Complete Stop         My Computer       Image: Complete Stop         My Network       Places         File name:       Cyborg_mp.         Files of type:       Image: Complete Stop	<ul> <li>master rwarthog.weapon_hud_interface</li> <li>master.weapon_hud_interface</li> <li>passenger_2.unit_hud_interface</li> <li>plasma_flare.grenade_hud_interface</li> <li>glasma_flare.grenade_hud_interface</li> <li>Select</li> <li>Open</li> <li>Scan with AVG Free</li> <li>Systweak File Encryptor</li> <li>Add to archive</li> <li>Add to archive</li> <li>Add to "cyborg_mp.rar"</li> <li>Compress and email</li> </ul>

create a new folder, or paste in the same folder you copied it from, but either way, make a new one.

Look in: 🔁 tag	10			
	10		• 🗈 📸 🎟 •	
Documents Documents Desktop My Documents My Documents Desktop My Documents Desktop My Documents Desktop	nera insound racters instantion ects instantion pals invehicles MT2 invehicles MT2 invehicles MT2 invehicles averapons o22 n collections is flares els tags verups terizer	3		
My Network File nam Places		t_hud_interface	•	Open
Files of t	type: all tags		<u> </u>	Cancel

Open					?	×
Look in	: 🛅 tutorialhud		•	🗢 🗈 💣 🎟	,	
My Recent Documents Desktop My Documents My Computer	cyborg_mp.ur	it_hud_interface				
My Network Places	File name:	cyborg_mp.unit_hu	ud_interface		Open	1
	Files of type:	all tags		<b>–</b>	Cancel	
·						
Edit your settin	gs to look like t	his for the shield	d outline (back	kround)		_
<b>Kornman00</b> File Edit Windo	w Help Source Con	trol				
	cyborg_mp.unit_hu					_O×
perio	dic functions	as the source, this lets yo	ou tweak it.			
periodic	: function			-		

seconds

seconds

D\_

function period

function phase

	Shield panel backgrou	und	
<u> </u>	anchor offset	× 0 y -180	
	width scale	0.5	
	height scale	0.5	
s    t	scaling flags	✓ don't scale offset	
·II		✓ don't scale size ✓ use high res scale	
	interface bitmap	bitmaps\tutorial_hud_bitmaps\shiel Open	
	default color	a 220 r 170 g 213 b 255	
	flashing color	a 255 r 255 g 85 b 43	
	flash period	1.35	
	flash delay	0.225	
	number of flashes	3	
	flash flags	reverse default/flashing colors	
	flash length	0.225	
	disabled color	a 0 r 0 g 0 b 0 🔳	
	sequence index		
Ш.			
	MULTITEX OVERLAY	Add Insert Duplicate Delete All	
	type		
	framebuffer blend func		
	anchors		
	where you want the origin	of the texture.	
	*"texture" uses the texture *"screen" uses the origin	e coordinates supplied of the screen as the origin of the texture	
	primary anchor		
	secondary anchor		<b>•</b>

Anchor offset - controls the positioning of the bitmap in relation to the center.

Width scale - controls the width

Height scale - controls the height

High res scale flag - basically makes all bitmaps show up at half size ingame

Sequence Index - controls which image is used in the bitmap (useful for sprites)

## Do this for the shield meter as well

Kornman00	auree Central	
File Edit Window Help S		>
function phase	seconds	<u> </u>
Shield panel meter		
anchor offset	x 0 y -180	
width scale	0.5	
height scale	0.5	
scaling flags	I don't scale offset	
	✓don't scale size ✓use high res scale	
meter bitmap	bitmaps\tutorial_hud_bitmaps\shiel Open	
color at meter minimum	r 0 g 80 b 159	_
color at meter maximum	r 40 g 150 b 255	
flash color		
empty color	a 0 r 0 g 0 b 0 🗾	
flags	use min/max for state changes interpolate between min/max flash col	
	interpolate color along hsv space	
	more colors for hsv interpolation	
	invert interpolation	
minumum meter value		
sequence index	0	

open in browser PRO version Are you a developer? Try out the HTML to PDF API

pdfcrowd.com

anchor offset x   width scale 0   height scale 0   scaling flags don't scale offset   don't scale size   use high res scale     interface bitmap   default color   a   flashing color   a   0   flash period   0   flash delay   0	
height scale   scaling flags   interface bitmap   default color   a   0   flashing color   a   0   flash delay	
scaling flags   don't scale offset   don't scale size   use high res scale   interface bitmap default color a 0 r 0 g 0 b 0 flashing color flash period flash delay 0	
interface bitmap   default color   a   0   flashing color   a   0   r   0   g   b   0   flash delay	
default color     a     0     r     0     g     0     b     0       flashing color     a     0     r     0     g     0     b     0       flash period     0	
flashing color     a     0     r     0     g     0     b     0       flash period     0	
flash period 0 flash delay 0	
flash delay	
number of flashes 0	
flash flags reverse default/flashing colors	
flash length 0	
disabled color a 0 r 0 g 0 b 0	
sequence index 0	
MULTITEX OVERLAY Add Insert Duplicate Delete All	
type	
framebuffer blend func	
	-

Now to get your multiplayer biped to use the HUD, go to your globals and open the multiplayer character referenced there.

pen					<u>?</u> ×	
Look in:	📄 globals		•	🗢 🗈 💣 🎟	•	
My Recent Documents Desktop My Documents My Computer	distance.dam falling.damag flaming_deat globals.globa globals.rar globalsCLASS globalsH2.glo globalsH3MT. grunt.materia vehicle_collisi vehicle_hit_e	amera track.camera_trac age_effect e_effect n.damage_effect s IC.globals bals globals				
My Network Places	File name: Files of type:	globals.globals all tags		<b>v</b>	Open Cancel	
globals\globa	ls.globals					
weapon		weapon	▼ halo3\we	apons\assault_rifle	Nassau Open	
CHEAT POV	VERUPS	active camouflage	▼ Add	Insert Duplica	ite Delete Delete Al	1
powerup		powerups\active camou	ıflage	Open		
MULTIPLAY	ER INFORMA	0. multiplayer_information_	block 💌 🛛 Add	Insert Duplica	ite Delete Delete Al	I
flag		weapon		apons\flag\flag	Open	
unit		biped	▼  racters\m	p_masterchief\mp_	randy Open	

VEHICLES	mp_warthog
vehicle	halo3\vehicles\warthog\mp_warth Open
hill shader	shader_transparent_chica scenery\hilltop\shaders\hilltop Open
flag shader	shader_transparent_chica weapons\flag\shaders\flag_blue Open
ball	weapon Inalo3\weapons\ball\ball Open
SOUNDS	play_ball 💽 Add Insert Duplicate Delete All
sound	halo3\sounds\announcer\play_ball Open
PLAYER INFORMATION	0. player_information_block 💌 Add Insert Duplicate Delete Delete All
unit	biped Inalo3\characters\sp_masterchief\s Open
walking speed	0.512 world units per second
"double speed" multiplier	1.25 [1.0,+inf]
run forward	2.25 world units per second
run backward	2 world units per second
đ	

in the biped file scroll down to new unit hud interfaces and reference your new unit interface folder you created.

naios (enaracters (mp_ma	sterchief\mp_randy.biped	
aiming acceleration maximum	0 degrees per second squared	·
casual aiming modifier	0 [0,1]	
looking velocity maximum	0 degrees per second	
looking acceleration maximum	0 degrees per second squared	
Al vehicle radius	0	
Al danger radius	0	
melee damage	halo3\characters\mp_masterchief\ Open	

open in browser PRO version Are you a developer? Try out the HTML to PDF API

motion sensor blip size	medium
NEW HUD INTERFACES	default/solo player hud 💽 Add Insert Duplicate Delete All
unit hud interface	tutorialhud\cyborg_mp Open
DIALOGUE VARIANTS	sound\dialog\chief\chief Insert Duplicate Delete All
variant number	0
dialogue	sound\dialog\chief\chief Open
grenade velocity	10 world units per second
grenade type	human fragmentation
grenade count	4
POWERED SEATS	Add Insert Duplicate Delete All
driver powerup time	seconds
driver powerdown time	seconds
WEAPONS	assault_rifle 💽 Add Insert Duplicate Delete All

Compile a multi player map and enjoy :)