

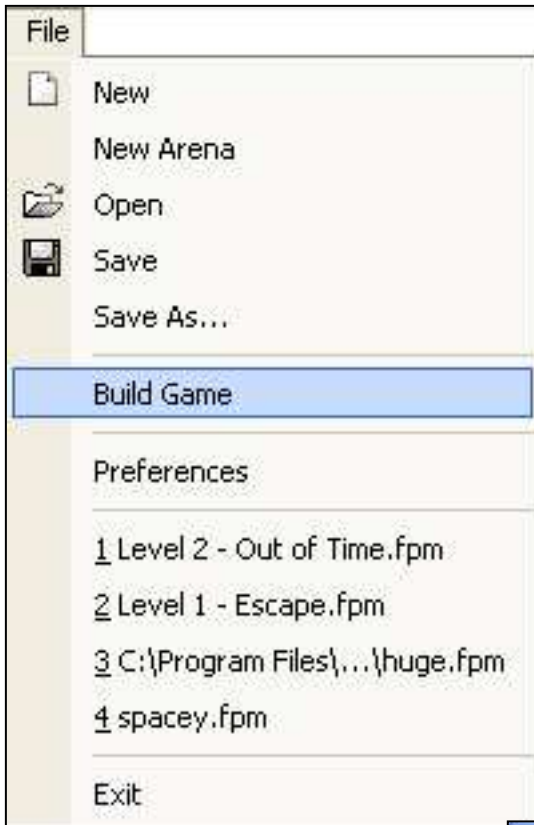


PROFESSIONAL HUD PACK 2

Table of Contents

Page 1	Table of Contents
Page 2	Installing a HUD
Page 3	Blue Metal HUD\Coordinates
Page 4	Chrome HUD Coordinates
Page 5	Grey Army HUD Coordinates
Page 6	Leather metal HUD Coordinates
Page 7	Orange Blue HUD Coordinates
Page 8	Red Bubble HUD Coordinates
Page 9	Sensible Red HUD Coordinates
Page 10	Steal HUD Coordinates
Page 11	Cyanic HUD Coordinates
Page 12	Purple Hayze HUD Coordinates
Page 13	Rilver HUD Coordinates
Page 14	Army Green HUD Coordinates
Page 15	Chain Red HUD Coordinates
Page 16	Biotechnical HUD Coordinates

Installing a HUD



First Open your First Person Shooter Creator (FPSC) and select File – Build Game. Next on the top you will see a tab called Level Setting, Click it.

Down further there is an option called Global Script with an edit button on the far right. Select the edit button.

A window called Setup Wizard will now appear.

Down further you will find options like Health Image, you will be able to change that. All the huds in the pack will install to the directory

C:/Program Files/The GameCreators/FPSCreator/Files/languagebank/English/game core/huds

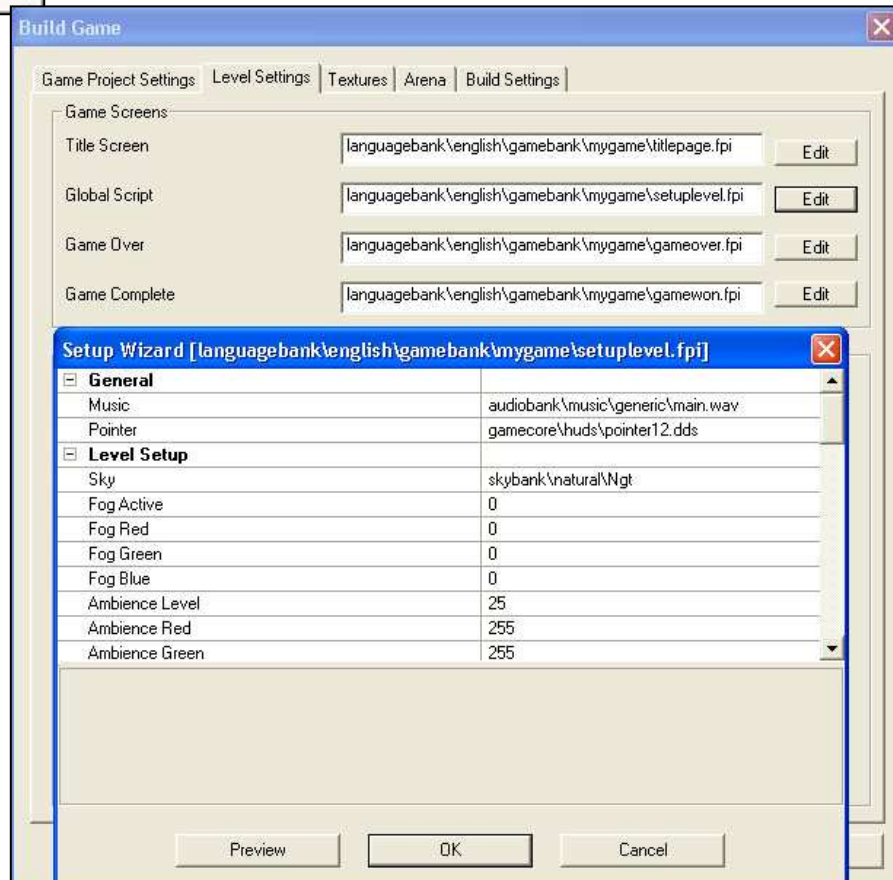
To actually change the image, click the directory of the former image and then

search for the one you wish to install.

e.g. see on the image just right of this text, see where it says Sky and on the very right of that it says skybank\natural\Ngt

You would click that then select the sky you wish to use, it's the same as the HUD images. Make you where it has health numeric and ammo numeric to only choose a numeric, so you actually get numbers not fuzzy pictures that mean nothing.

Blue Metal HUD Coordinates





Lives Image - Blue Metal Hud Applied

X = 10
Y = 80

Health Numeric - Apply Tech Numeric 2

X = 8
Y = 74.5

Ammo Numeric - Apply Tech Numeric 2

X = 8
Y = 86

Chrome HUD Coordinates



Lives Image - Chrome Hud Applied

X = 15
Y = 80

Health Numeric - Apply Blue Numeric

X = 13
Y = 79.5

Ammo Numeric - Apply Blue Numeric

X = 13
Y = 86

Grey Army HUD Coordinates



Lives Image - GreyArmy Hud Applied

X = 15

Y = 84

Health Numeric - Apply Black Numeric

X = 13

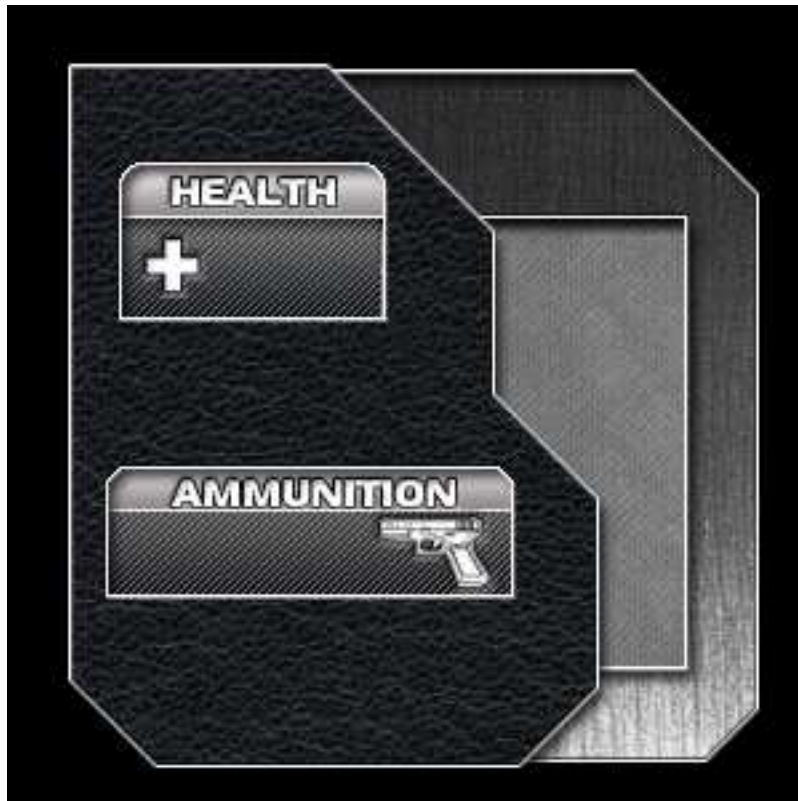
Y = 80

Ammo Numeric - Apply Black Numeric

X = 13

Y = 85.5

Leather Metal HUD Coordinates



Lives Image - LeatherMetal Hud Applied

X = 15
Y = 81

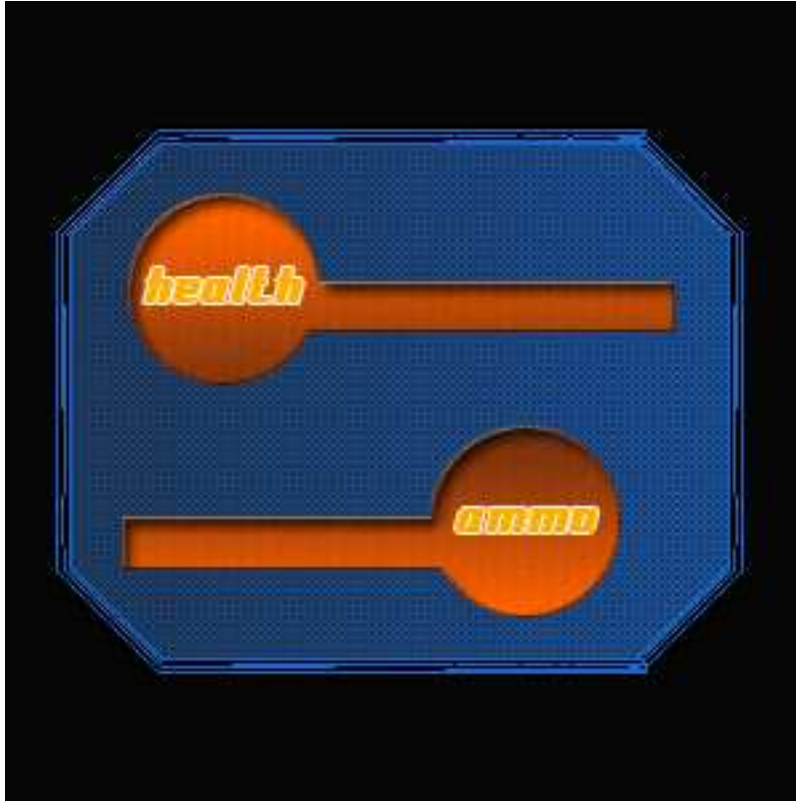
Health Numeric - Apply Tech Numeric 2

X = 9
Y = 74

Ammo Numeric - Apply Tech Numeric 2

X = 7
Y = 77

Orange Blue HUD Coordinates



Lives Image - OrangeBlue Hud Applied

X = 15

Y = 81

Health Numeric - Apply Black Numeric

X = 20

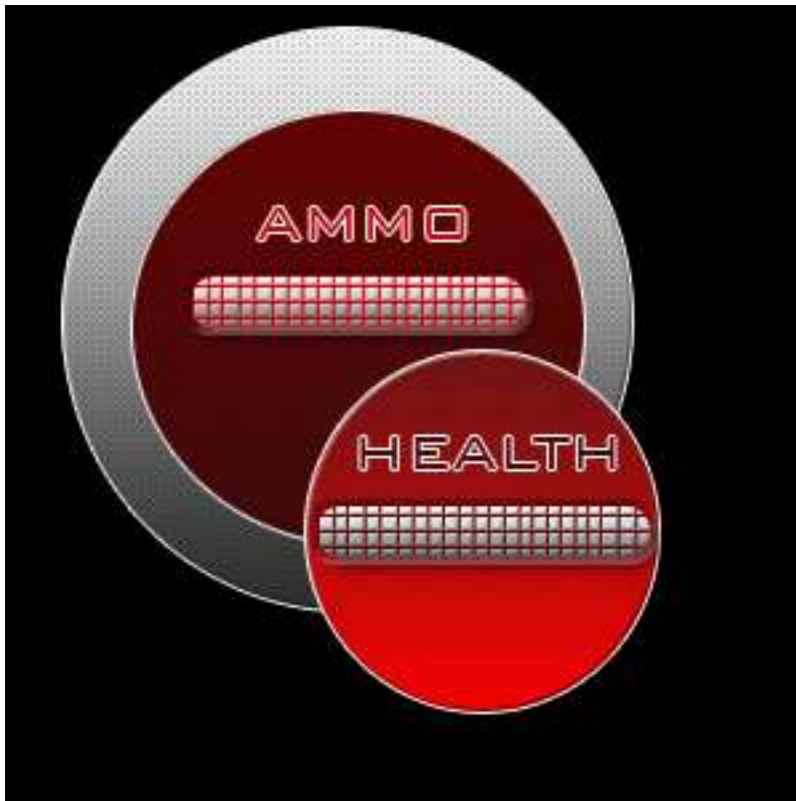
Y = 76.5

Ammo Numeric - Apply Black Numeric

X = 7

Y = 88

Red Bubble HUD Coordinates



Lives Image - Red Bubble Hud Applied

X = 15

Y = 81

Health Numeric - Apply Black Numeric

X = 8

Y = 77

Ammo Numeric - Apply Black Numeric

X = 8

Y = 86

Sensible Red HUD Coordinates



Lives Image - SensibleRed Hud Applied

X = 15
Y = 81

Health Numeric - Apply Black Numeric

X = 8
Y = 77

Ammo Numeric - Apply Black Numeric

X = 8
Y = 86

Steal HUD Coordinates



Lives Image - Steal Hud Applied

X = 18

Y = 81

Health Numeric - Apply Tech Numeric 2

X = 10

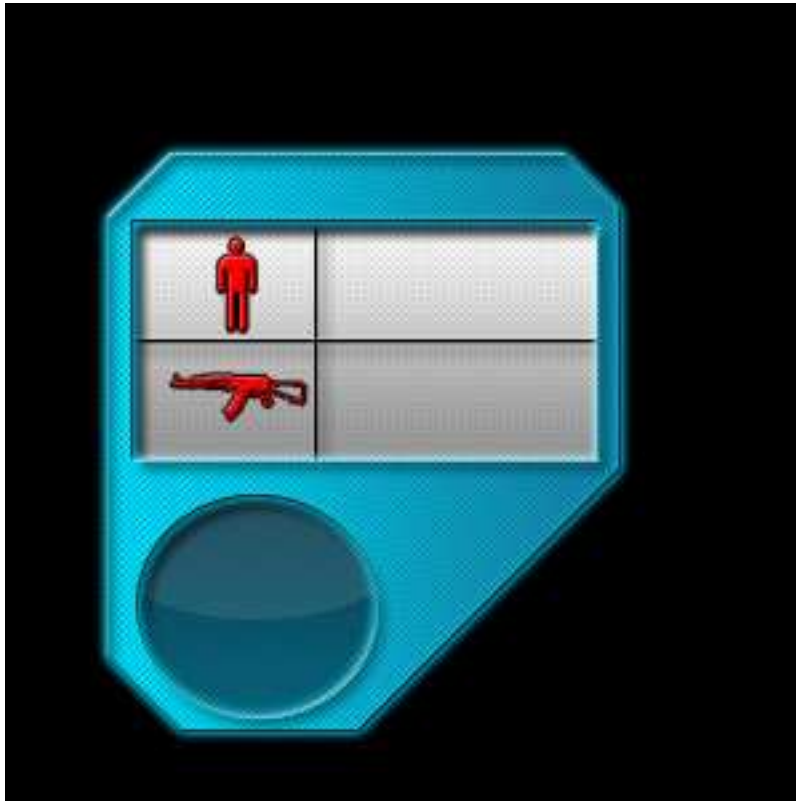
Y = 86

Ammo Numeric - Apply Tech Numeric 2

X = 9.5

Y = 76.5

Cyanic HUD Coordinates



Lives Image - Cyanic Hud Applied

X = 12
Y = 81

Health Numeric - Apply Tech Numeric 1

X = 11
Y = 75

Ammo Numeric - Apply Tech Numeric 1

X = 11
Y = 81

Purple Hayze HUD Coordinates



Lives Image - PurpleHayze Hud Applied

X = 15
Y = 79

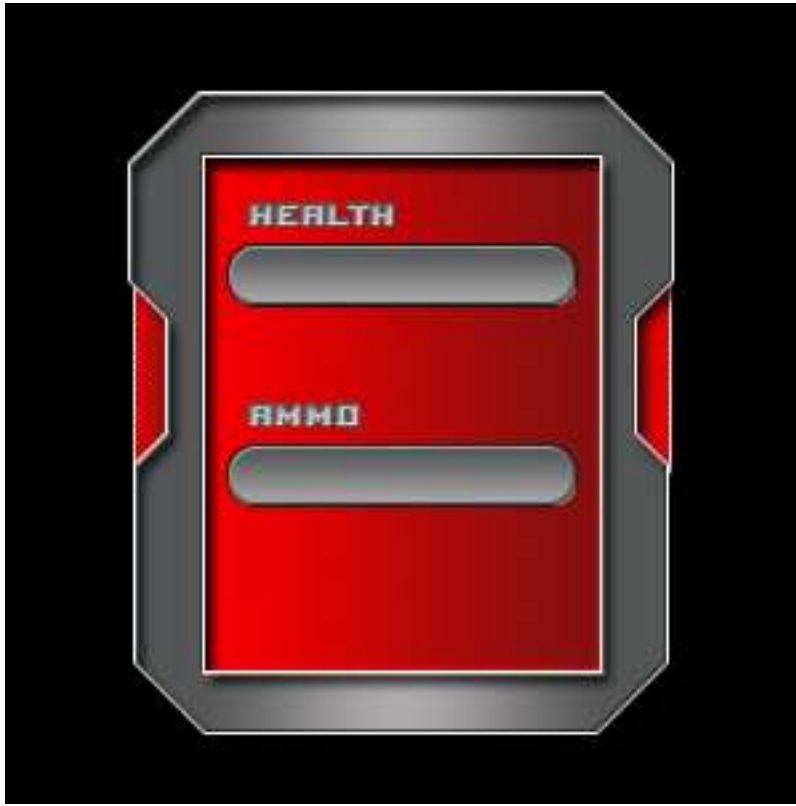
Health Numeric - Apply Black Numeric

X = 7
Y = 82.5

Ammo Numeric - Apply Black Numeric

X = 7
Y = 70

Rilver HUD Coordinates



Lives Image - Rilver Hud Applied

X = 15
Y = 82

Health Numeric - Apply Blue Numeric

X = 13
Y = 76

Ammo Numeric - Apply Blue Numeric

X = 13
Y = 85.5

Army Green HUD Coordinates



Lives Image - ArmyGreen Hud Applied

X = 15
Y = 80

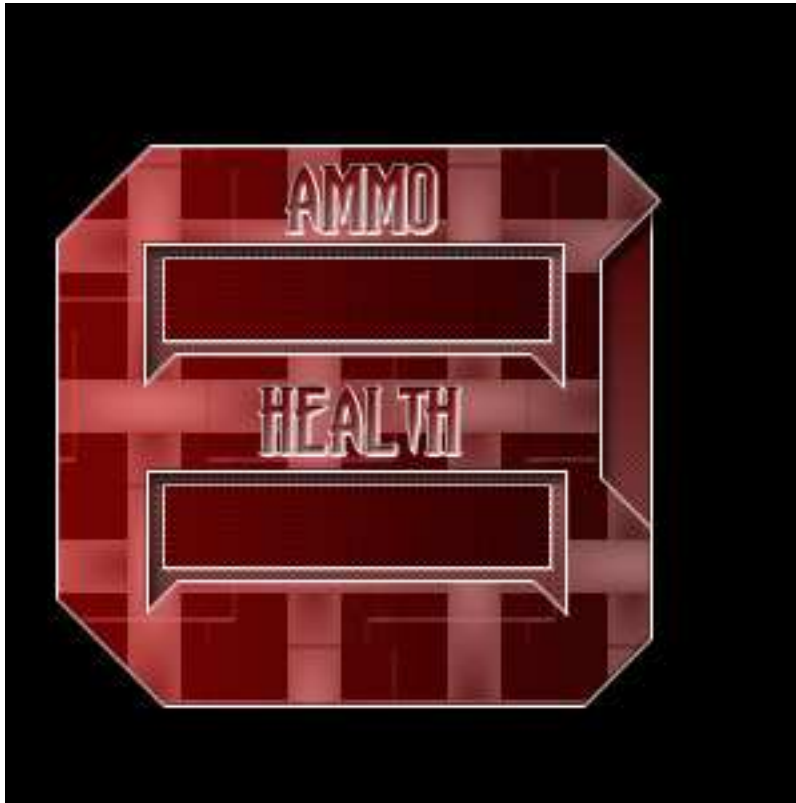
Health Numeric - Apply Black Numeric

X = 8
Y = 83.5

Ammo Numeric - Apply Black Numeric

X = 8
Y = 75.3

Chain Red HUD Coordinates



Lives Image - ChainRed Hud Applied

X = 15
Y = 80

Health Numeric - Apply Tech Numeric

X = 8
Y = 86.5

Ammo Numeric - Apply Tech Numeric

X = 8
Y = 75.3

Sorange HUD Coordinates



Lives Image - Sorange Hud Applied

X = 15

Y = 85

Health Numeric - Apply Blue Numeric

X = 15

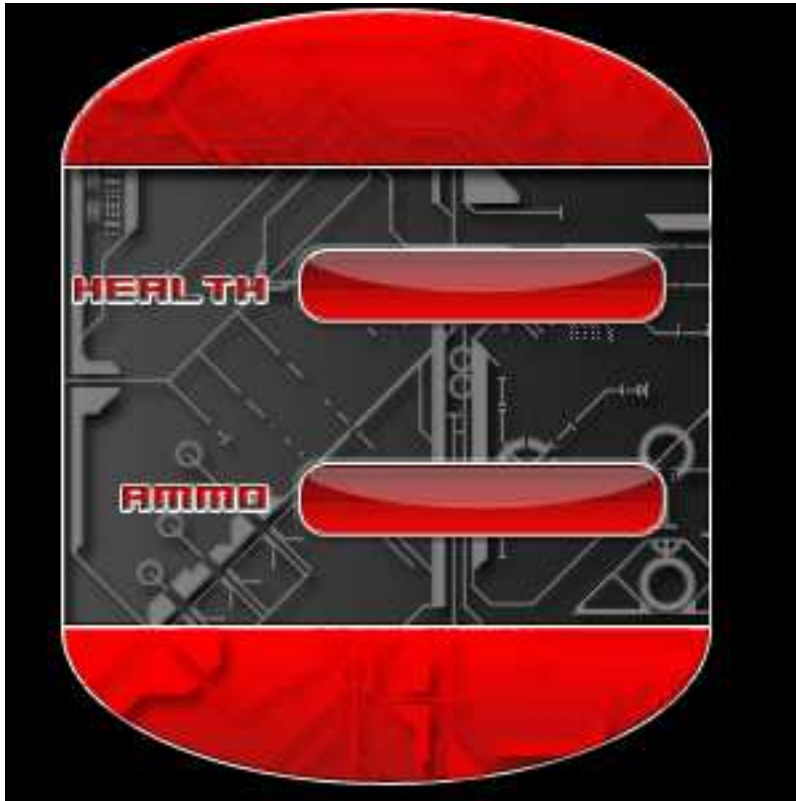
Y = 82.5

Ammo Numeric - Apply Blue Numeric

X = 25

Y = 92.2

Biotechnical HUD Coordinates



Lives Image - Biotechnical Hud Applied

X = 15
Y = 79

Health Numeric - Apply Black Numeric

X = 13
Y = 73

Ammo Numeric - Apply Black Numeric

X = 13
Y = 83.5