

Modding: Custom Scoreboard & Loading Screen

I accidentally stumbled accross this one whilst playing around with the games .pk3 files (not something I'd recommend as you can nacker he game up).

You need to open up the games "pak6.pk3" file from the "mohaa/main" folder, to do this you will need to use PakScape, you kind find more info on PackScape and a download link by clicking [here](#). You then need to open the "ui" folder, in there you will find two files, one called "dm_scoreboard.urc" and one called "connecting.urc". Open the "dm_scoreboard.urc" file first, witht this file we will alter the games scoreboard.

Make sure that you make a copy of the original file before you edit it, that way you can change it back later if you dont like the results. Drag the file to your desktop, then open notepad, use notepad to open the file, scroll down until you see the following bits of text:

You can also change the color of the screens by adjusting the values in the fgcolor part... red/green/blue/transparency is the order.... 1.00=100% of a color.

```
}
resource
Label
{
title " Name"
name "default"
rect 32 32 128 24
fgcolor 1.00 1.00 1.00 1.00
bgcolor 0.00 0.00 0.00 0.70
borderstyle "INDENT_BORDER"
font "facfont-20"
textalign left

}
resource
Label
{
title " Kills"
name "default"
rect 160 32 64 24
fgcolor 1.00 1.00 1.00 1.00
bgcolor 0.00 0.00 0.00 0.70
borderstyle "INDENT_BORDER"
font "facfont-20"
textalign left

}
resource
Label
{
title " Deaths"
```

```

name "default"
rect 224 32 64 24
fgcolor 1.00 1.00 1.00 1.00
bgcolor 0.00 0.00 0.00 0.70
borderstyle "INDENT_BORDER"
font "facfont-20"
textalign left

}
resource
Label
{
title " Time"
name "default"
rect 288 32 64 24
fgcolor 1.00 1.00 1.00 1.00
bgcolor 0.00 0.00 0.00 0.70
borderstyle "INDENT_BORDER"
font "facfont-20"
textalign left
}
resource
Label
{
title " Ping"
name "default"
rect 352 32 64 24
fgcolor 1.00 1.00 1.00 1.00
bgcolor 0.00 0.00 0.00 0.70
borderstyle "INDENT_BORDER"
font "facfont-20"
textalign left

```

Where it says "title" is what it says on the scoreboard, you can change these to whatever you want, heres what I did with mine:

Save the file then drag it back over into the "ui" folder still open in PakScape, replace the file thats already there when it asks you. And thats that!

Now you can open the second file "connecting.urc", find the piece of code that looks like this:

```
}  
resource  
Label  
{  
title "Connecting to Server..."  
name "message"  
rect 200 216 240 48  
fgcolor 1.00 1.00 1.00 1.00  
bgcolor 0.00 0.00 0.00 0.80  
borderstyle "RAISED"  
font facfont-20
```

Where it says title is the message that is displayed on screen when you are connecting to an online game. Change the message to whatever you want and save the file and drag it over to the "ui" folder open in pakScape, replace the file thats already there when asked (dont worry you have made a copy of the original). Now save the "pak6.pk3" file in PakScape by clicking "file", "save", then shutdown PakScape and connect to a game to see the results. Heres what I changed mine to:



And thats all there is to it! So go and have fun with it, its not useful, but it allows you to personalize the game.