

FARCRY TUTORIAL

MENU SKINNING V.1.00

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Index	Page
• Introductory	02
• Important: Setting up workspace	03
• Skinning	04
• Skin-Scripting:	
- Editor for scripts	05
- The files that need to be modified & where to find them	06
- Datagram – Chronological order	07
- Skin-script files & purpose:	
- UISystem.lua	08
- UISystemCFG.lua	09
- Skins.lua	10
- Simple editing	12
- Multiple file editing(not very handy, but if you want to ;-))	14
- BackScreen.lua	18
- Other menu files	19
- Secondary scripting transparency etc.	19
• Skin-Graphics:	
- DDS plugin by nVidia	20
- Alpha-channels in Photoshop CS	22
• Tips & Tricks*	
• Full tutorial	
- Simple editing	28
- Advanced editing	38
- Color editing in Far Cry	46
- Intro and Background movie	52
• To do:	
- Add a tips & tricks section in the future	

* - to be added soon...

INTRODUCTORY

Well, hello there everyone, this is my first big tutorial ever so, don't flame me over it, hehe... This tutorial is I think long from done however the most important pieces are there.

As skinning for Far Cry is rather difficult I've tried to keep things as simple as possible. The alpha layers in the DDS files are very important so I've tried to implement a small yet simple tutorial on that as well.

Specific information will be marked in the following:

- Notes will always be **red**
- Code will always be **blue**

I've tried to keep the amount of images down so that the files kept within acceptable range of size vs. Features.

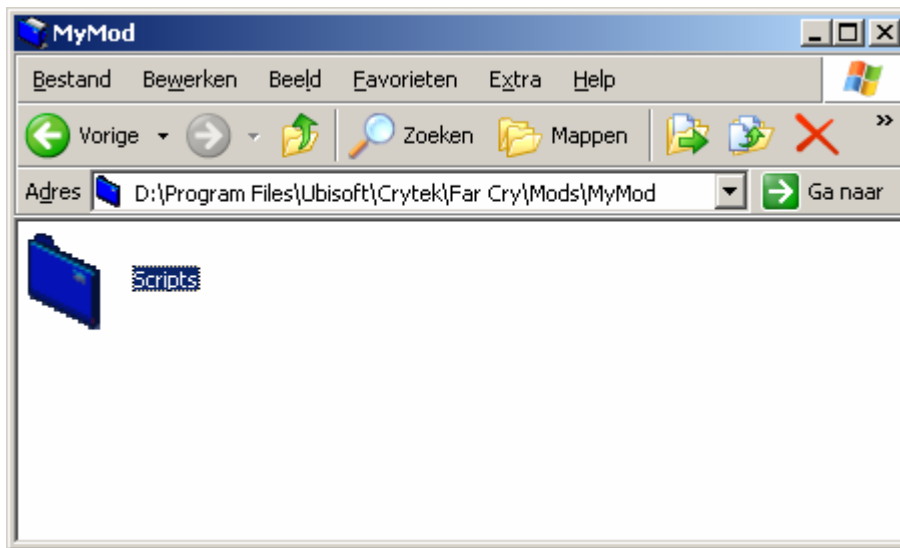
So anyway,

Let's get going ;-)

IMPORTANT SETTING UP A WORKSPACE

Setting up your workspace, the thing I'm trying to guide you through will be very dangerous if you don't backup the files, or even better, extract the files in your mod. From there you can do anything you want even mess it up big-time, because the original file will stay where it was and will not be changed ever so...

1. Make a folder in your FarCry\Mod-folder name it i.e.: MyMod
2. Now go to the FarCry\FCData-folder open the scripts.pak and extract it to the folder you just created. In that folder should now be a folder named Scripts...



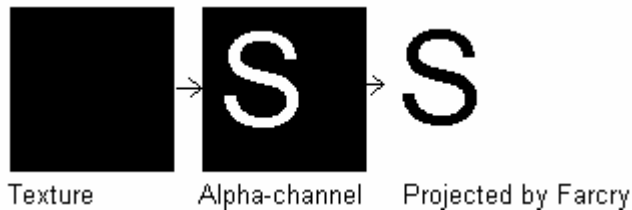
Note: It should now show somewhat like this

3. Go back to the FarCry\FCData folder open the scripts1.pak and again extract it to the MyMod-folder... Check there is still one folder named scripts
4. Again go to the FCData-folder and extract the texture.pak and texture1.pak contents to the MyMod folder...
5. Another folder named textures should now exist in your MyMod-folder
6. Now you have the most important files in there...

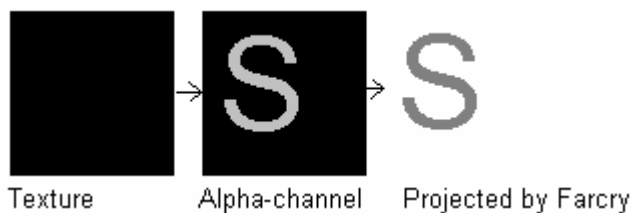
SKINNING

Skinning of the menu is done with scripting and the use of DDS files with an alpha channel... By using alpha channels, some parts of the images are invisible; this means in a way the following:

The first white S is an alpha-channel (these are in greyscale) the 'whiter' an alpha channel is the higher the opacity of or actually, the more visible it is... black in an alpha channel is projected as invisible see the image below...



This works as well with a grey Alpha-channel, then you get something like this...



This is very basic, but should get you going...

This also means you can make a layer in Photoshop which does the following, for example you have a movie playing in the background, and wouldn't it be cool to have lines in it as if it we're TV or that it looks treated with a filter? That is something I'll describe later on...

SKIN-SCRIPTING ☪ EDITOR FOR SCRIPTS

The editor used for the scripts was Ultra-Edit32, well, It might as well been notepad, or some others. Unfortunately Ultra-Edit32 is shareware and can only be used for a limited time or you have to buy it, well that is not what we are going to do, so... I assume you use Notepad as we aren't going to spend money on our Free mods ;-)

If you want to give Ultra-Edit32 a try you can find it here:

- www.idmcomp.com

There are also a lot of syntax-correcting LUA-editors which can be found in the Swoop/AEon FarCry Editing FAQ, find it here:

- <http://ubbxforums.ubi.com/6/ubb.x?q=Y&a=tpc&s=400102&f=273109392&m=292101473&p=4>

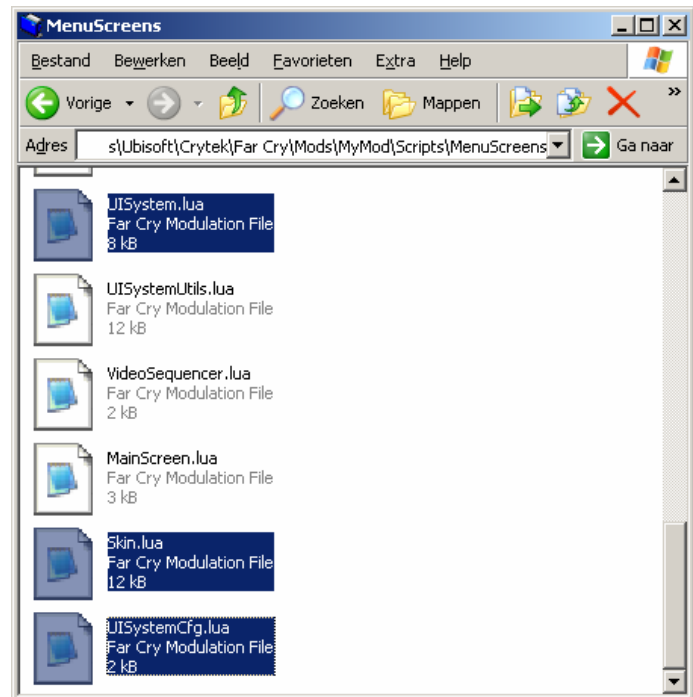
LuaIDE v1.0 BETA is an editor with several Lua-functions, syntax highlighting works very well, and looks constructive, thanks 2 dek ;-)

- <http://www.gorlice.net.pl/~rybak/luaide/LuaIDE.zip>

SKIN-SCRIPTING ☢ THE FILES THAT ARE GOING TO BE MODIFIED AND WHERE TO FIND THEM

Remember what you did in Important: Setting Up A Workspace? In your MyMod\Scripts-folder you should find a folder named MenuScreens go there. The following files are of great importance for the skin:

- UISystem.lua
- UISystemCFG.lua
- Skin.lua
- Common\Backscreen.lua



These files are primarily important for the design of the menu, and their colours.

- | | | |
|----------------|---|---|
| UISystem.lua | - | Loads the different scripts for the different menu's |
| UISystem.lua | - | Serves as a resource for the UISystem.lua |
| Skin.lua | - | The actual skin-script |
| Backscreen.lua | - | The script in which the video-background is defined and/or the background image |

These files are primarily important for the design of the menu, and their colours.

In the next part I'm going to explain some features of these files which I successfully edited and implemented in Far Cry... This also features some significant code changes...

SKIN-SCRIPTING DATAGRAM

(IN CHRONOLOGICAL ORDER)

The picture below offers you a great view on how the script's work I define them in:

Userinterface_base	UISystem.lua
Userinterface_res	UISystemCFG.lua
Userinterface_skin	Skin.lua
Userinterface_MN Campaign	Campaign.lua
Userinterface_MN Multiplayer	Multiplayer.lua
Userinterface_MN Options	Options.lua
Userinterface_MN Profiles	Profiles.lua
Userinterface_MN Mods	Mods.lua
Userinterface_Demo Loop	DemoLoop.lua
Userinterface_Credits	Credits.lua
Userinterface_Quit	-- no idea yet
Userinterface_difficulty	Campaign.lua
Userinterface_LoadGame	Campaign.lua
*	Playerselect/savegame

UserInterface	UserInterface_Skin	UserInterface_MN Campaign		UserInterface_difficulty		Level1_Training	
		UserInterface_MN Multiplayer		UserInterface_LoadGame		SP_map*	
Userinterface_res	UserInterface_Skin	Online		Assault		Assault_map*	
				TDM		TDM_map*	
		LAN		FFA		FFA_map*	
				Controls		BindWaitForKey	
		Game					
		Sound					
		Video		VideoAdvanced			
		UserInterface_MN Options					
		UserInterface_MN Profiles					
		UserInterface_MN Mods		Mods			
Userinterface_MN Demo Loop		DemoLoop					
Userinterface_MN Credits		Credits					
Userinterface_MN Quit		-- YesNo? No Idea yet need to find out					

This is what I've figured out so-far...
 As you can see everything overlaps the UISystem.lua and the Skin.lua
 Will develop a more sophisticated datagram in the future...

SKIN-SCRIPTING UISYSTEM.LUA

This chapter will cover the UISystem.lua nothing much to edit here, except if you save a file in another name, like for example the attaching a new options.lua to UISystem.lua then you can find that in this file is a few lines that say:

Note: This is an example from the original Options.lua...

```
-- Load Options Screens
Script:LoadScript(szScriptFolder.."Options.lua", 1);
Script:LoadScript(szScriptFolder.."Options/Game.lua", 1);
Script:LoadScript(szScriptFolder.."Options/Control.lua", 1);
Script:LoadScript(szScriptFolder.."Options/Video.lua", 1);
Script:LoadScript(szScriptFolder.."Options/VideoAdv.lua", 1);
Script:LoadScript(szScriptFolder.."Options/Sound.lua", 1);
Script:LoadScript(szScriptFolder.."Options/BindWaitForKey.lua", 1);
```

If you edited one you can change the first line that says:

```
Script:LoadScript(szScriptFolder.."Options.lua", 1);
```

To:

```
Script:Loadscript(szScriptFolder.."Options_SDK.lua", 1);
```

You can also comment one out:

```
--Script:Loadscript(szScriptFolder.."Options/VideoAdv.lua",1);
```

Sometimes this doesn't work properly, remove the `); <-` or something?

If it doesn't load, the Advanced video-properties in Options shouldn't be available...

This file doesn't really need changes so, only do it when necessary... But back to skin-scripting now...

SKIN-SCRIPTING UISYSTEMCFG.LUA

This file sometimes can use some scripting, especially if you want to change the mouse cursor... Or certain colours, or even the skin-type (if you made a few for your MOD)

Check the following lines:

Note: Full UISystemCFG.lua contents as it is a small file...

```
--UISystemCFG.lua
UI.szUbiCreateAccountURL =
"https://secure.ubi.com/Login/US/NewUser.htm?skin_id=&nrcs_nexturl=http%3A%
2F%2Fwww%2Eubi%2Ecom%2FUS%2F";
UI.szBannerCfgURL = "http://www.crytek.com/farcry/banner/banner.cfg";
UI.szBannerCfgPath = "scripts/banner.cfg";
UI.szSkinPath = "scripts/menuscreens/skin.lua"; Note: Can be edited to another skin.lua
UI.szMouseCursor = "textures/GUI/MouseCursor";
UI.szMenuMusic = "Music/menu/MenuMusic_shortversion.ogg";
UI.szCreditsMusic = "Music/TitleTrack/TitleTrack_demo.ogg";
UI.iSideMenuTop = 120;
UI.iSideMenuLeft = 56;
UI.iSideMenuSpacing = 0;
UI.szFocusColor = "181 246 188 255";
UI.szBorderColor = "80 80 80 255";
UI.szListViewOddColor = "113 142 121 255";
UI.szListViewEvenColor = "162 194 170 255";
UI.szSelectionColor = "162 194 170 168";
UI.szMessageBoxColor = "0 0 0 164";
UI.szMessageBoxScreenColor = "0 0 0 128";
UI.szTabAdditiveColor = "12 44 6 92";
UI.szLocalizedCutSceneFolder = "languages/movies/&language&";
UI.szCutSceneFolder = "languages/movies/";
UI.fCanSkipTime = 0.45;
```

I've marked the modify-able lines yellow...

If you check the textures-folder you'll find a GUI folder in that all the menu-images are placed, no need to look anywhere else so ☺

You'll find a MouseCursor.dds file there, hey what? in the UISystemCFG.lua there is no extension!

This is probably because FarCry interprets that line automatically as a DDS file...

You'll notice this later in the Skin.lua as well...

If you make a new MouseCursor remember FarCry's mousecursor is only 32x32...

You can also change UI.szFocusColor or any other UI.sz*****Color in four separate numbers at that line... In an RGBA formatting: Red Green Blue Alpha

In UI.szFocusColor

Red	=	181
Green	=	246
Blue	=	188
Alpha	=	255

Note: Alpha exists in numbers from 0 to 255 as transparent to opaque...

SKIN-SCRIPTING SKIN.LUA

The scripting in skin.lua is very important when you want to edit the menu... As I've mentioned in the UISystemCFG.LUA explanation there are some specific things that need to be mentioned so...

If you ever have a line which calls a texture never add an extension, FarCry will automatically add them to it, probably through coding, the most common file type FarCry uses, are DDS, which I will explain in the Skin-Graphics section...

Here's some code for an example:

```
-- Skin.lua file (code example calling a texture)
MenuFooter=
{
    classname = "static",
    left = 0, top = 600 - 100,
    width = 800, height = 100,

    bordersize = 0,

    texture = System:LoadImage("Textures/gui/menufooter"),
    texrect = "0, 1, 1024, 128",
},
```

I'm going to explain the several code parts which are important for the textures:

MenuFooter	-	This is the name of the texture in FarCry
Classname	-	Defines what type of texture it is
Left	-	How many pixels from the side the texture is
Top	-	Obvious, how many pixels from the top the texture is
Width	-	Defines the width of the texture projection area
Height	-	Defines the height of the texture projection area
Bordersize	-	Defines whether you want a border around this texture Think this is however square, which is useless in a beautiful curved texture obviously
Texture	-	Obviously the texture itself and says that FC must load it
TexRect	-	This has to do with the coordinates within the file, sort of texture rectangle = "x1,y1,x2,y2", this is a definition of a rectangle within a file, if it is texrect = "0,0,1024,1024", then you use the full resolution of a file or if it's smaller than 1024x1024 then you stretch it to fit that size...

From the sample-piece of the script I can see:

- that it is 0 pixels removed from the left side.
- That it is projected 600 minus 100 from the top
- That the width and height of the projected area are 800 and 100.
- That there is no border around the texture.
- That the texture can be found in:
Mods\MyMod\Textures\GUI\menufooter+'.dds'
- That the texture starting coordinates are 0x1 and the end coordinates 1024x128...

I've shortened this part a bit because in my beliefs there is no need for a border, which will make things probably look ugly...
Tell me if you'd like me to add it anyway...
It's rather HTML like so it shouldn't be that difficult ;-)

SKIN-SCRIPTING SKIN.LUA

SIMPLE EDITING



One file editing is very simple. Basically you use only one menu-design file with an alpha channel in it. This in other terms means you make one 1024x1024 texture (as the loadscreens) which will be projected in an area of 800x600.

Here is some script-features you should change for this:

Menu_Header
Menu_Footer
Menu_Left
Menu_Right

Very clear I suppose. The Menu_Header will be used most prominently in this One file editing part. The others you'll need as well, but a blank pic with a blank (black) alpha-channel...

You should change the following code:

```
MenuHeader=  
{  
    classname = "static",  
    left = 0, top = 0,  
    width = 800, height = 100,  
    color = "255 255 255 255",  
    bordersize = 0,  
  
    texture = System:LoadImage("Textures/gui/menutop1"),  
    texrect = "0, 0, 1024, 128",  
},
```

To:

```
MenuHeader=  
{  
    classname = "static",  
    left = 0, top = 0,  
    width = 800, height = 600,  
    color = "255 255 255 255",  
    bordersize = 0,  
  
    texture = System:LoadImage("Textures/gui/MyMod_menutop1"),  
    texrect = "0, 0, 1024, 1024",  
},
```

You see I gave the texture file a different name, I've changed the projection-area, the texture variable and the texrect variable. Not the placing coordinates left and top. You'll need a MyMod_Menutop1.dds file in your Textures\GUI folder with a resolution of 1024x1024 (you can set this easily with Photoshop)

You might think: 'Hey, I'm going to change the 800x600 to 1024x768.'

Well there is no need for that, I think it is to make it more compatible with 800x600 and above...

Then the other few, create a blank square i.e. 32x32 file for this,

note the alpha-channel must be empty (FC won't show it then)

In menu-footer change the line:

```
texture = System:LoadImage( "Textures/gui/menufooter" ),
```

to

```
texture = System:LoadImage( "Textures/GUI/MyMod_menublank" ),
```

do the same with the Menu_Left and Menu_Right headers.

If you don't give in another filename (i.e. MyMod_menublank) you'll get ugly white squares so please do so...

You don't need to edit other lines... I'll show in the Skin-Graphics section how you build this file...

SKIN-SCRIPTING SKIN.LUA

MULTIPLE FILES EDITING

Multiple files editing consists of knowing maximum dimensions, and understanding how everything works... In other words you are going to put together an 800x600 screen, which is deformable in other resolutions and so on...

Well, here we go again then, but I'll first explain the 'layer's ' you work with...

Every texture has in this mode a 'layer' in the following order in the original file:

- Menu_Footer - layer1
- Menu_Left - layer2
- Menu_Right - layer3
- Menu_Header - layer4

Layer1 is the first to be projected, then Layer2 and so on...

You get something like this:

Your screen - Where you see from...		
Layer4: Menu_Header	Projected 4th	Top
Layer3: Menu_Left	Projected 3rd	Middle2nd
Layer2: Menu_Right	Projected 2nd	Middle1st
Layer1: Menu_Footer	Projected 1st	Bottom

This is something to keep in mind if you change certain features...

Well, I'm now going on to the scripting of this especially the features you'll need if you want to change them... If you are going to make a FarCry 'sequel' you can enhance the menu somewhat, but keep in mind you are making a FarCry 'sequel' so there isn't much to change except for example the video, on which GhosTonStimS made a small tutorial (this concerns the BackScreen.lua)

If you are going to change this keep in mind the screen is projected as 800x600 even when you are going to 1024x768...

The FarCry menu torn apart:

- Entire UI System:
- Texture resolution: 1024x896
 - Projection size: 800x600



- Menu_Footer
- Texture resolution: 1024x128
 - Projection size (texrect): 800x100
 - Filename: menubottom.dds





Menu_Left:

<-

- Texture resolution: 64x512
- Projection size: 49x500
- Filename: menuleft.dds

Menu_Right

- Texture resolution: 128x128
- Projection size: 100x100
- Filename: menuright.dds



Menu_Header

- Texture resolution: 1024x128
- Projection size: 800x100
- Filename: menutop1.dds



These four files are the base of designing your menu... there are a few others, namely:

Arrow files:

Buttons.dds
Buttons_down.dds
Buttons_over.dds

These are files that make buttons like (previous, next etc.)

Other files:

Standard_buttons.dds

Selected_buttons.dds

Rollover_buttons.dds

This is a sort of 'icon' file

The files above are editable with ease...

If you do, make sure you work in the Mods\MyMod\Textures\GUI folder...

Color is the most editable thing in these files...

If you edited several things then you can view it (if you are working in Mods\MyMod-
folder, because you can now start the mod with the following:

Make a copy of your FarCry shortcut, rename it to: FarCry – MyMod

Right click on it and go to properties in the target-field...

Change it in to the following:

```
"x:\Program Files\Ubisoft\Crytek\Far Cry\bin32\FarCry.exe" -devmode -mod:MyMod
```

This means the mod will be loaded at start-up, you can skip the intros by hitting
escape and then you'll see eventually your edited menu skin result ;-)

You can change all the measures but keep in mind that you need to keep within the
800x600 range...

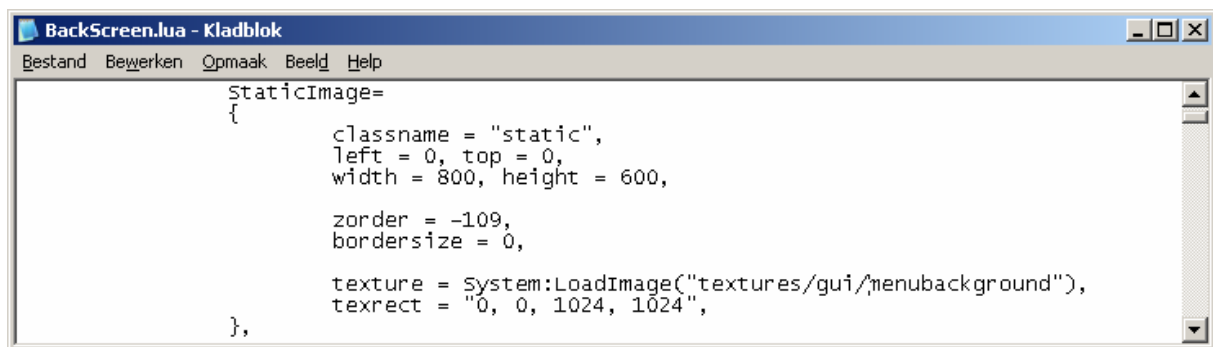
SKIN-SCRIPTING BACKSCREEN.LUA

This file is very nice to edit, as you shouldn't change a lot, but you can do a lot of something else, you can put together a nice roundup of shots from within your mod, make it look good with i.e.: Windows Moviemaker (Save as AVI), and then convert it to BIK with RADTools

However the only thing? No, not entirely correct, there is a part of code where you CAN edit a thing, the static background of the menu...

You can find the backscreen.lua in the MenuScreens\Common – folder
Open it with notepad...

It actually starts immediately with the static background:
The image file it's calling is menubackground



```
BackScreen.lua - Kladblok
Bestand  Bewerken  Opmaak  Beeld  Help

StaticImage=
{
    classname = "static",
    left = 0, top = 0,
    width = 800, height = 600,

    zorder = -109,
    bordersize = 0,

    texture = System:LoadImage("textures/gui/menubackground"),
    texrect = "0, 0, 1024, 1024",
},
```

Backscreen.lua – Defining a static background

Remember the width and height (resolution) I've mentioned before, this is it, as well as the texture resolution 1024x1024

These shouldn't be changed, as they are already correct...

You do have to make an own menubackground in 1024x768

The Video-section is not yet important as it has no real value yet... Although you can change certain features in there ;-) I will explain later on in the Skin-Graphics section

You can already create the following in your mod folder:

Languages\Movies\DemoLoops

SKIN-GRAPHICS ☼ OTHER MENU FILES

SCRIPTING TRANSPARENCY

I 'll try to explain this through some tables, and screenshots...

Colors are done with values, values in Red Green Blue Alpha otherwise known in FC as RGBA. This is very simple actually...

Alpha is opacity 255 is 100% and 0 is 0% very obvious:

Alpha(opacity in value then percentage)										
0	25.5	51	76.5	102	127.5	153	178.5	204	229.5	255
0%	10%	20%	30%	40%	50%	60%	70%	80%	90%	100%

However you cannot use decimal values so 30% would become 77 or 76 for example...

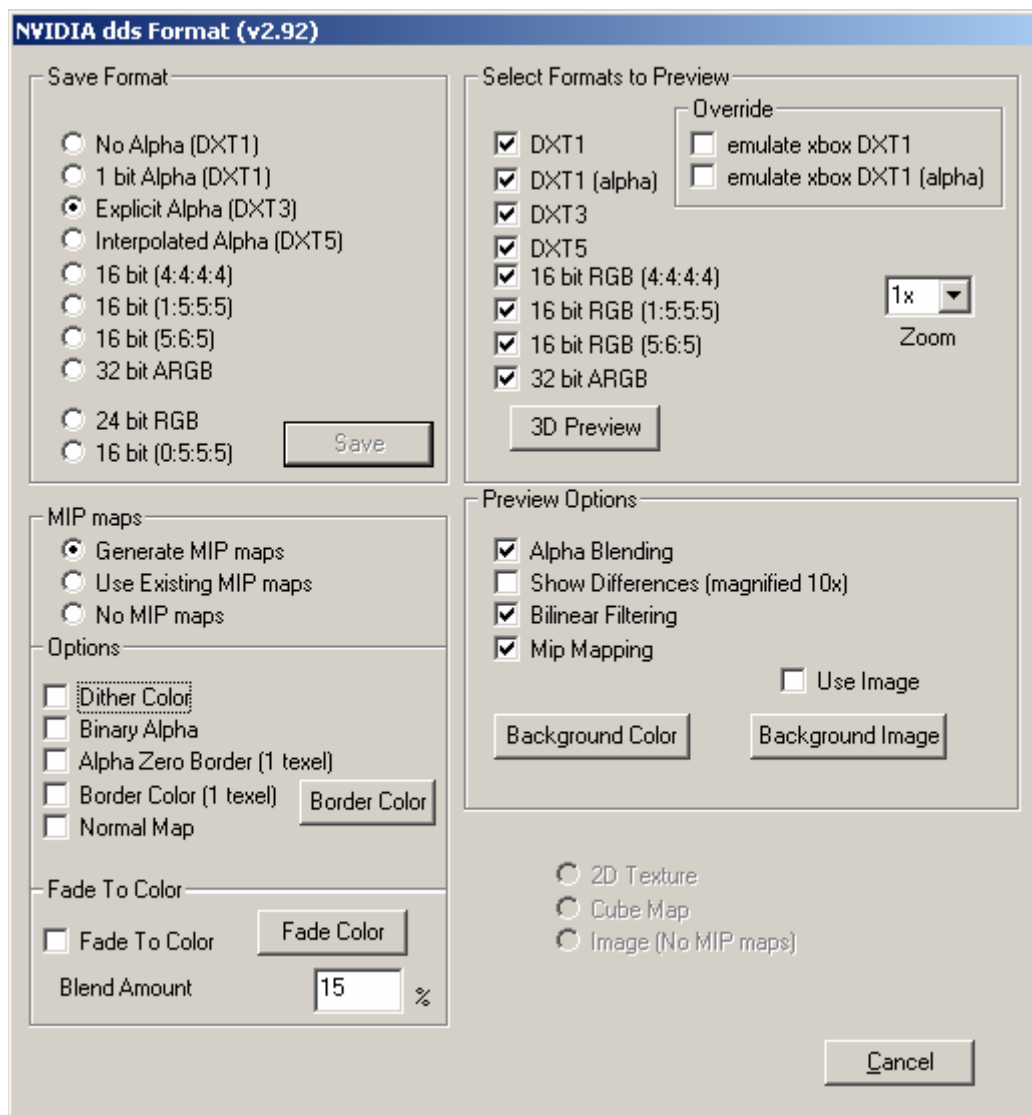
1% is 2.55 so you can calculate it very easily
7% is 17.85 truncated 18 very simple right?

SKIN-GRAPHICS DDS-PLUGIN BY NVIDIA

This plugin can be found by going to this site:
http://developer.nvidia.com/object/nv_texture_tools.htm

The NVIDIA plugin you can install by copying the: dds.8bi named file...
...to the x:\Program Files\Adobe\Photoshop CS\Plug-Ins\File Formats – folder...

I will explain settings as well as specific features of DDS files here...



The NVIDIA DDS tool screenshot

As you can see the plugin is set to Explicit Alpha (DXT3) which is rather low in quality, set it to Interpolated Alpha (DXT5) if you have set an alpha channel within Photoshop...

I used a completely blank screen that is why you can't set 2D Texture or the other two in the lower right corner...

This Plugin is I think the ONE they used, as I find the one available from NVIDIA rather confusing, I use the one from the SDK...

It works a whole lot better and is a bit more straight forward in my opinion... What I've said actually means more or less, use the files from the SDK they work together perfectly so... (There is not yet Max 6 support, but it seems it will come out soon)

Menu DDS-files consists of four channels, which means in a way the following:

Red	- The Red channel
Green	- The Green channel
Blue	- The Blue channel
Alpha	- The Alpha channel

Or RGBA, you can change the alpha layer in more than one way I've explained it above... from black to white... black is fully transparent, white is fully visible, in other

Black	=	0	value
White	=	255	value

Everything in-between will be greyscale and everything greyscale is nearly fully transparent, or fully opaque... You can get great results this way...

Far Cry loves DDS, so use DDS a lot ;-)

SKIN-GRAPHICS ✪ EDITING ALPHA-CHANNELS IN PHOTOSHOP CS

A lpha-channels is which the menu likes to have for background-images and videos... So that they don't cover these beautiful things up...

Backgrounds can be very entertaining to do... you can use fraps while making a fly-through, through a map you like for a video, and you can just use a simple static background...

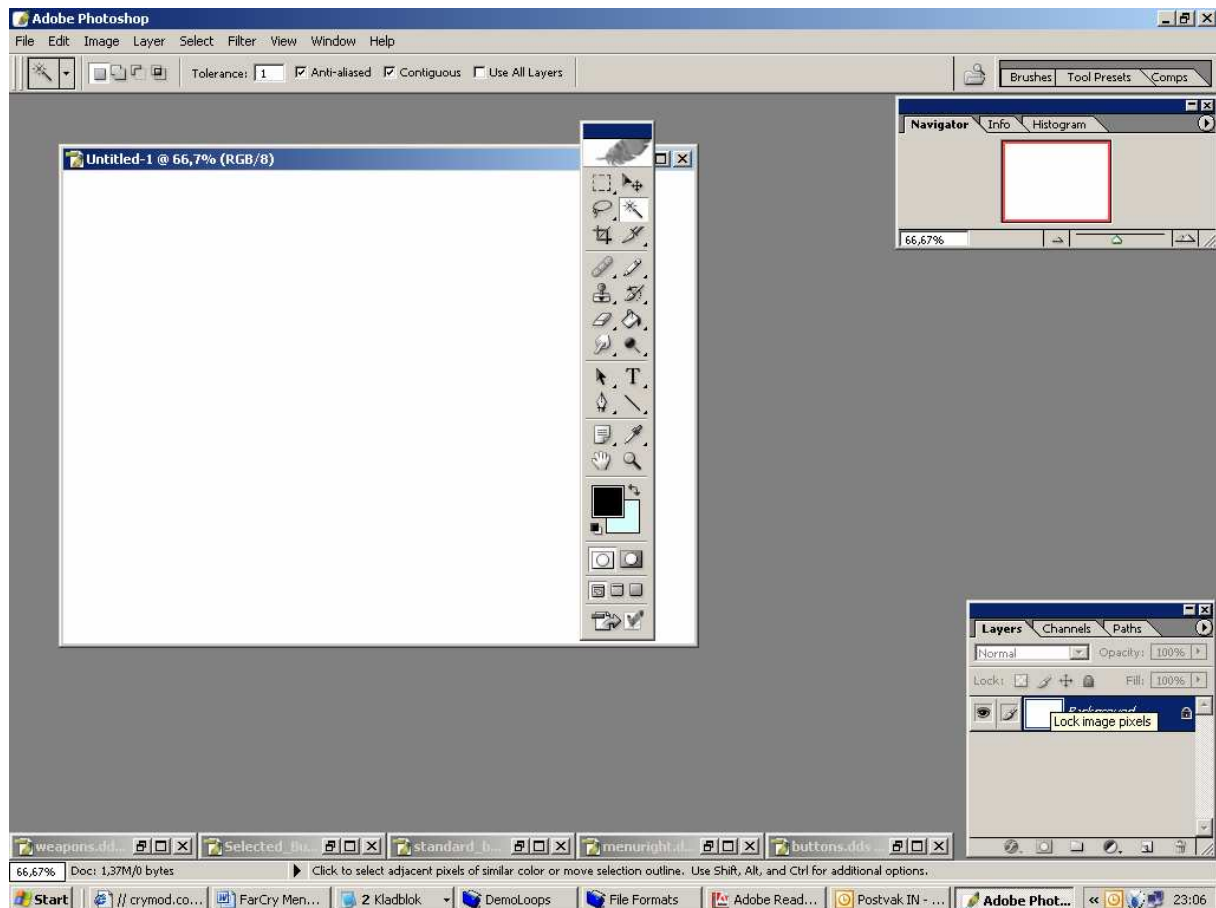
Static backgrounds:

You shouldn't use any Alpha channels here, Photoshop CS doesn't add them automatically (at least with me)...

The background image should be about 1024x1024 which will save you a lot of time...

Remember however that you should convert the image and put it in the GUI-folder under another name, like MyMod_menubackground.dds (this will keep the original files in place and unedited)

But we were going to talk about alpha channels, go to the next page to check certain feats...



This screenshot consists of an 800x600 image presented at 66,7% of its size...

You've got layers/channels/path tabs in the small layers window on the bottom right...

Click the channels tab...

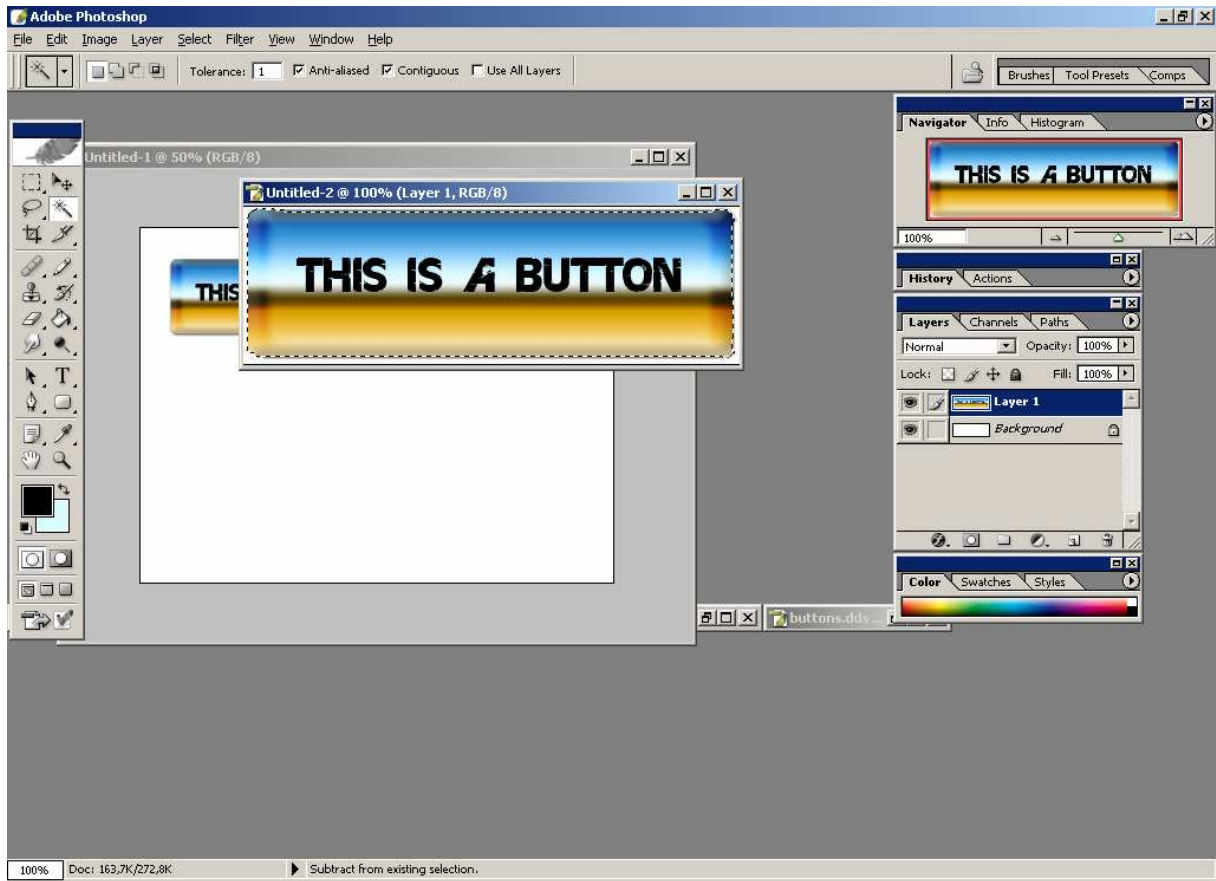
You'll find files in the RGB format, namely Red, Blue and Green as I've didn't get to the point of adding an alpha layer...

Check this...

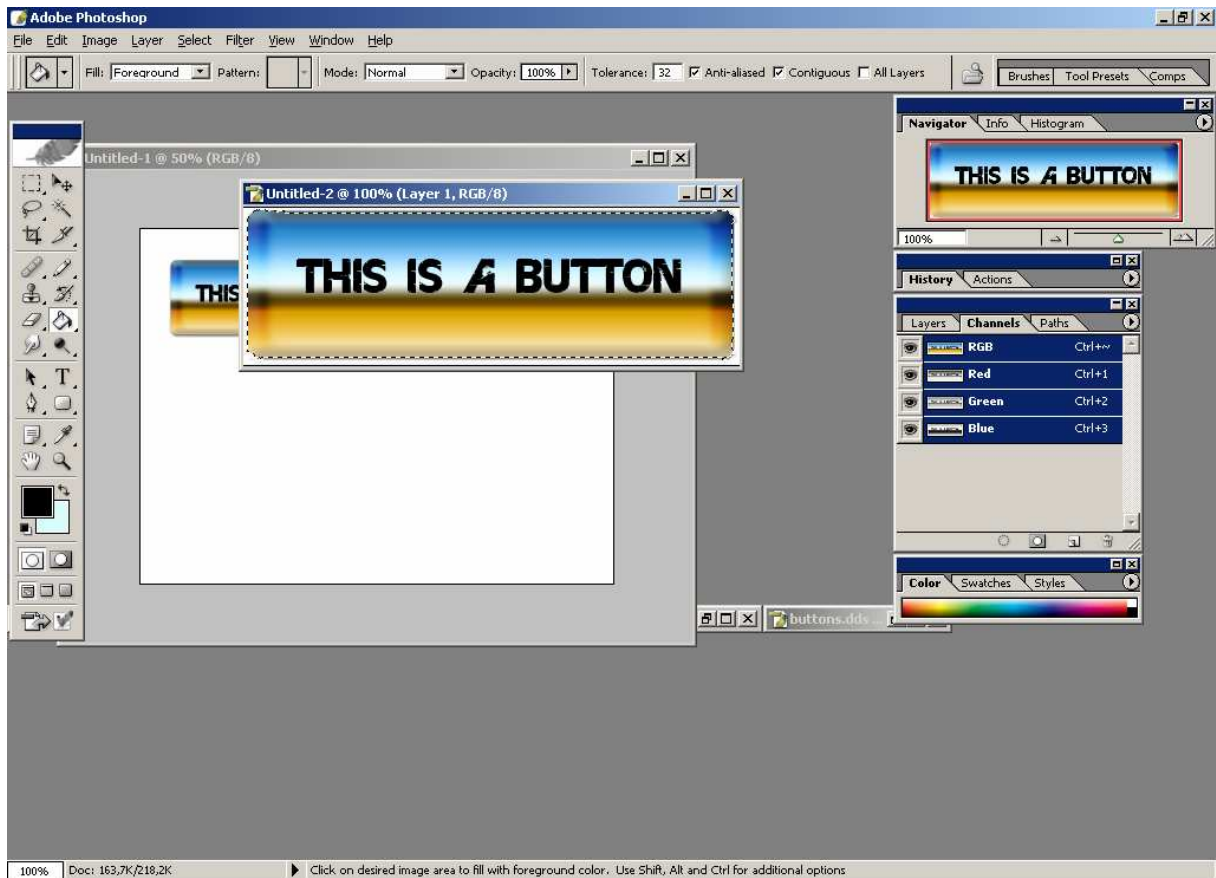
THIS IS A BUTTON



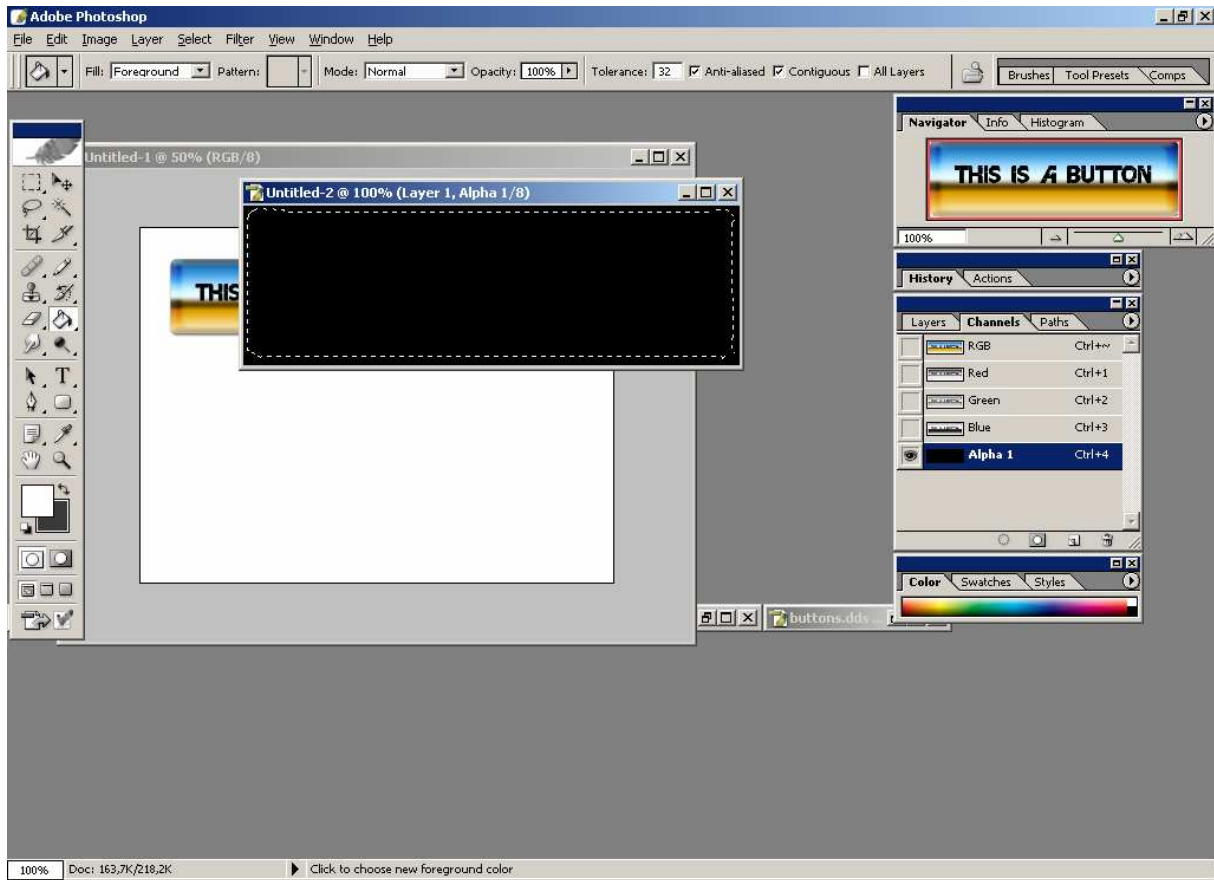
If I add an alpha layer all the white around it should be i.e. black... Check the following screen...



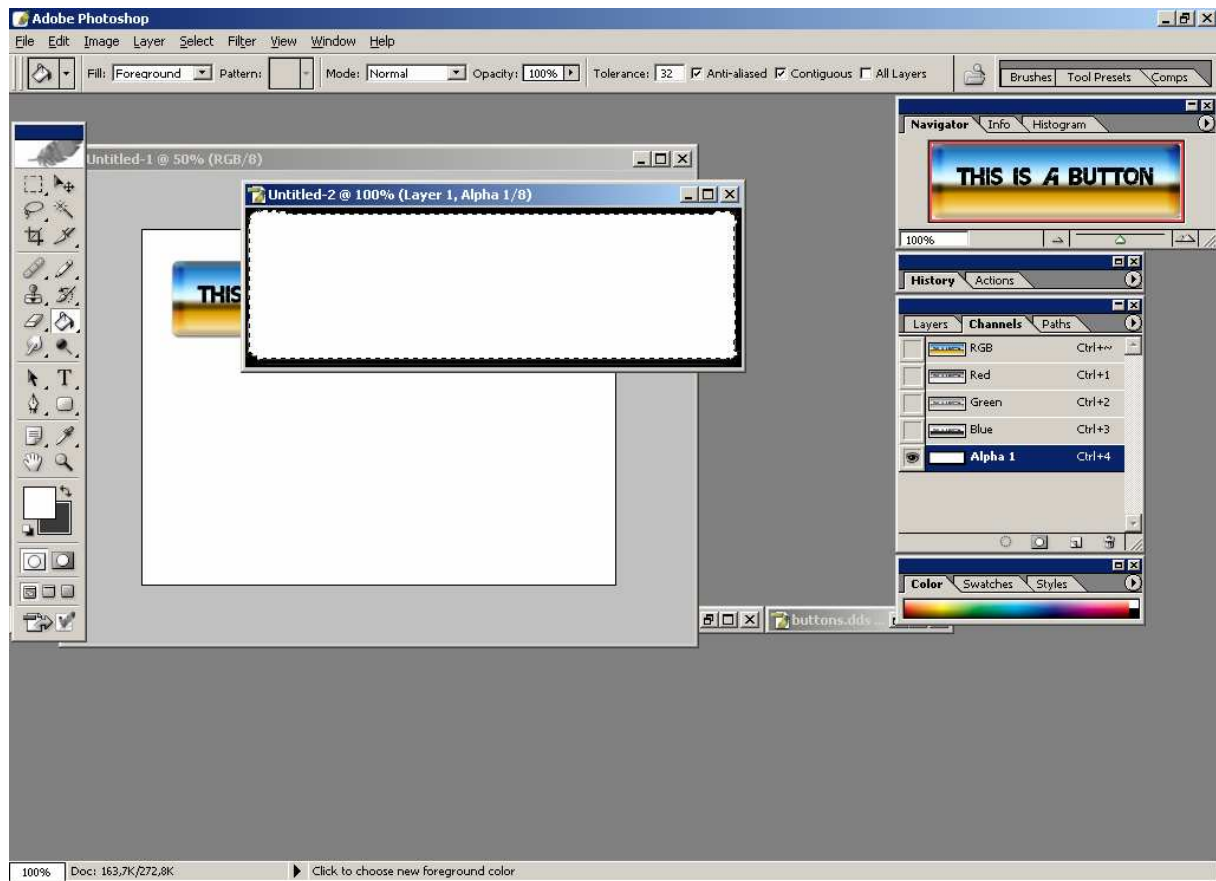
This is the normal file... Next is the alpha map...



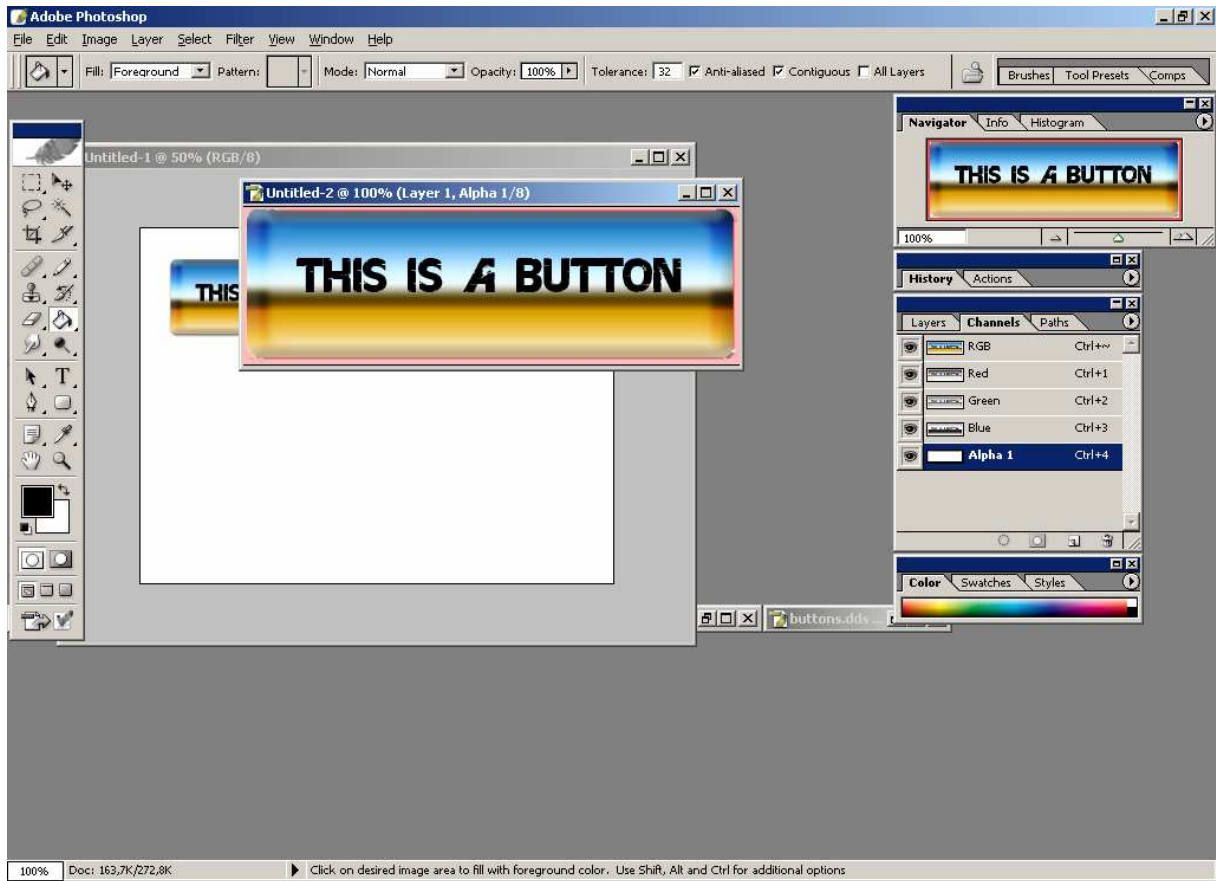
In the channels tab create a new channel, it will automatically be called alpha1, and this means that there is an Alpha-channel now...



You'll see the window you are editing in change to a black 'window' also notice the channels window, there is now an extra channel... I already selected the alpha channel it's the only channel with an eye (view enabled) before it...



I've filled the alpha channel now, if I let all the channels show including the alpha channel, you'll see the following in Photoshop...



As you might notice the non filled area is now pink...
Far Cry hides this automatically...

FULL TUTORIAL ☢ SIMPLE EDITING

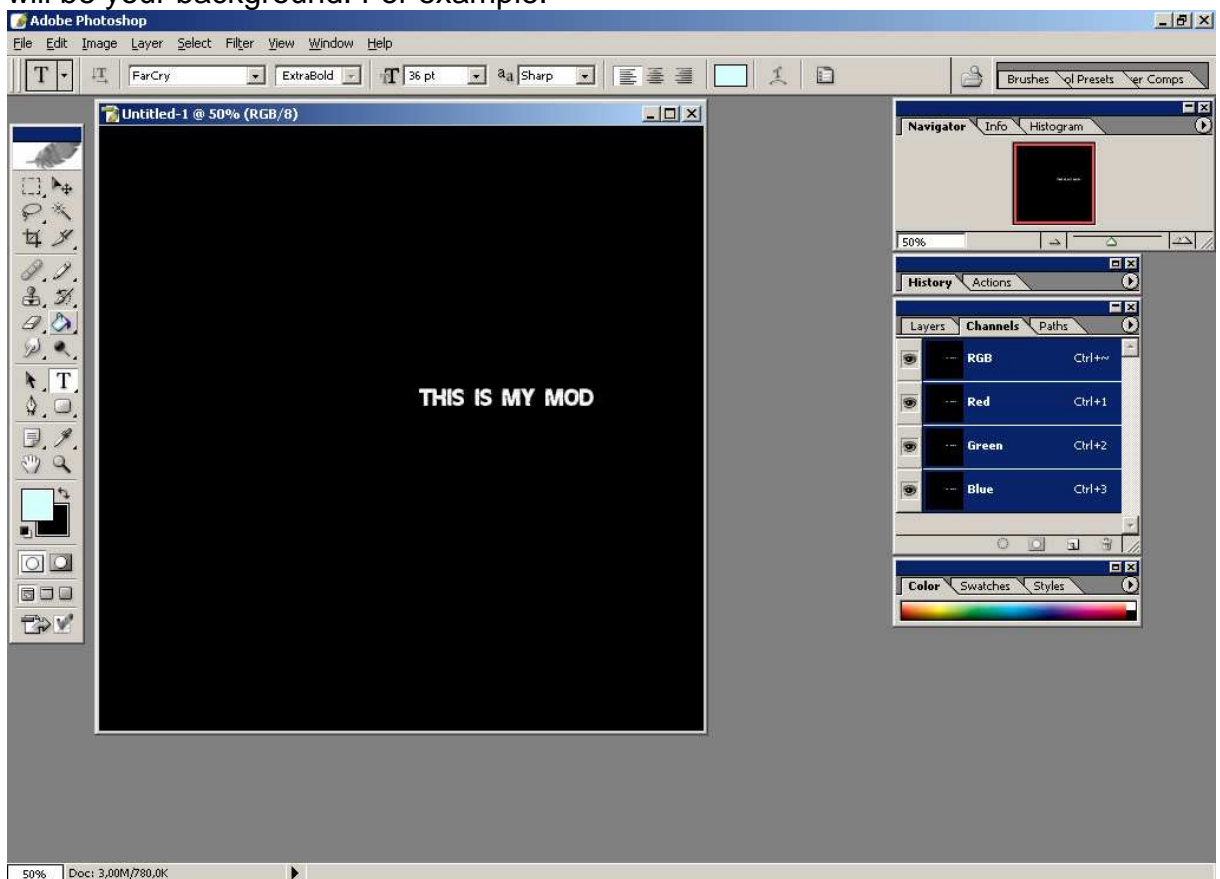
In this file I will explain the basics of a one file skin and how to script it... I have included a way to edit the mousecursor and to edit the background-movie and or the background picture.

You'll need the following:

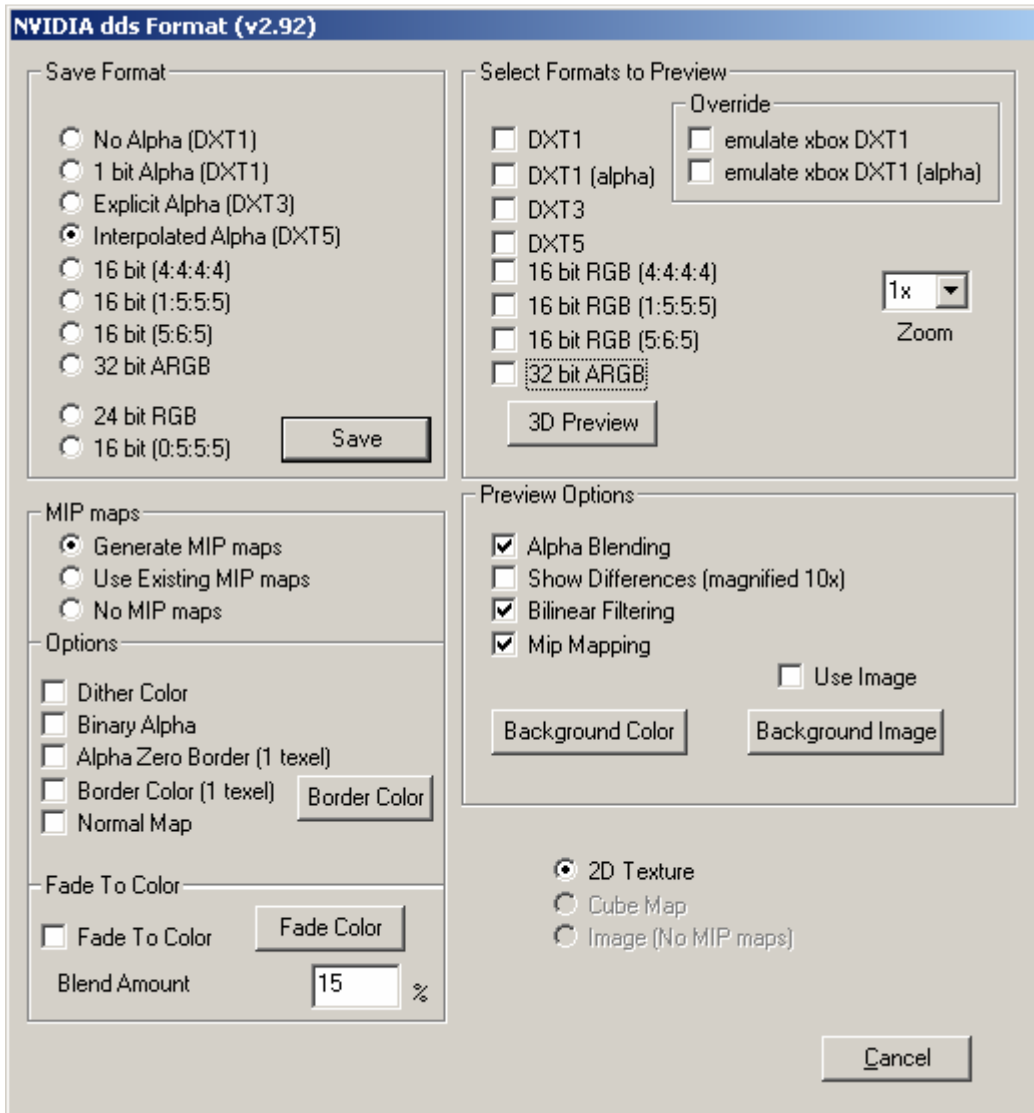
- Photoshop (or any other that can save DDS)
- DDS-Plugin
- UISystemCFG.lua file opened
- Skin.lua file opened
- Backscreen.lua file opened

! * REMEMBER *** ! save files in your MOD directory MyMOD**

1. First we go to Photoshop:
We create 3 new files here, two with the dimensions 1024x1024 and one with 32x32
2. Create a background on one of the files with the dimensions 1024x768 (this will be your background. For example:

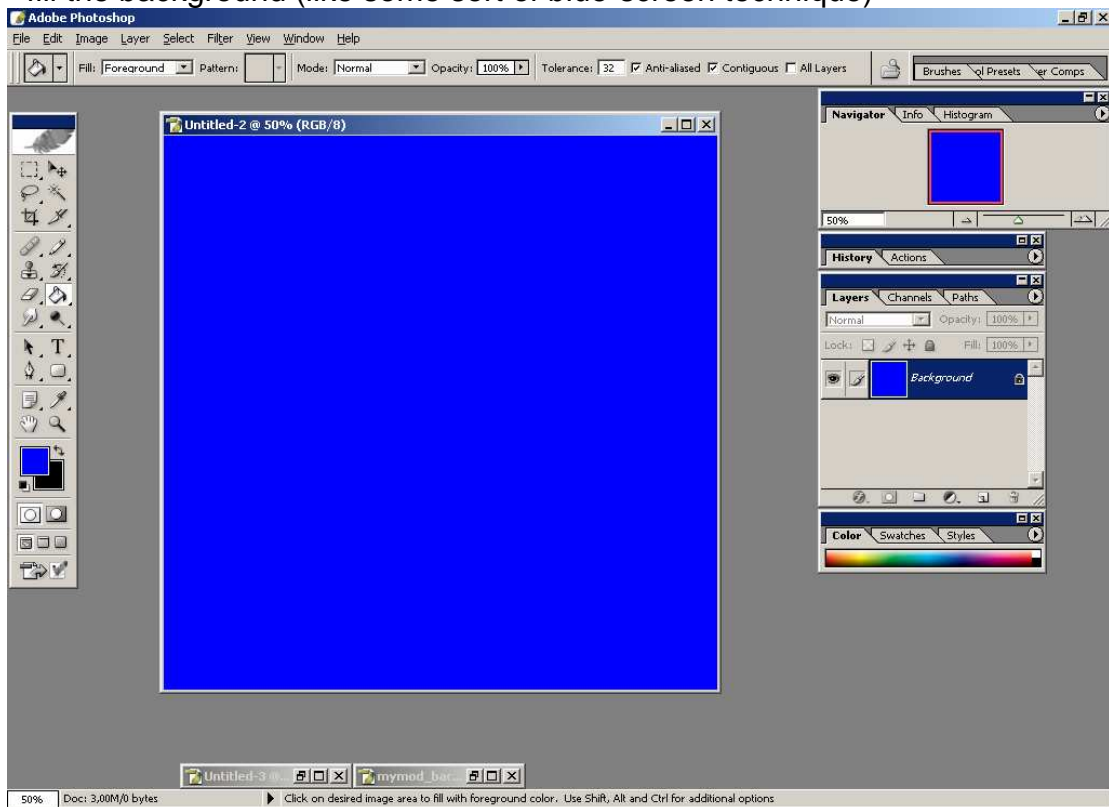


Save it as MyMod_background.dds in the textures\GUI folder (make sure there is no alpha channel) with the following DDS settings:

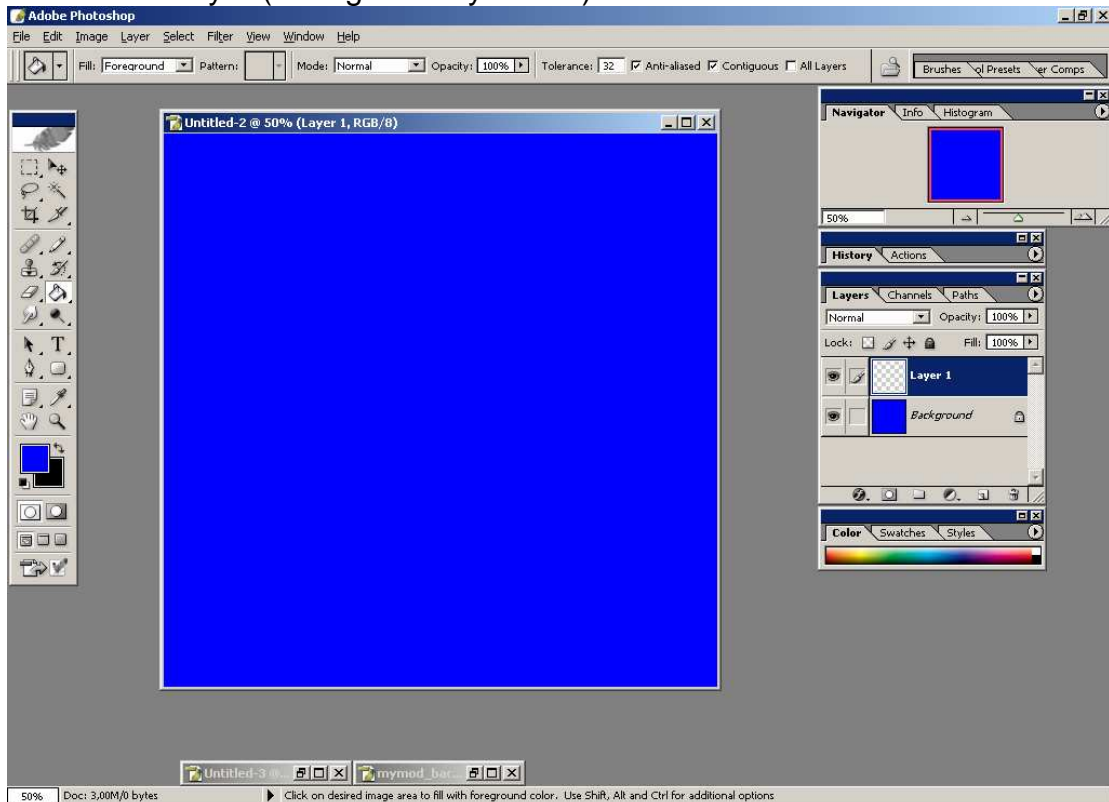


Click save here...

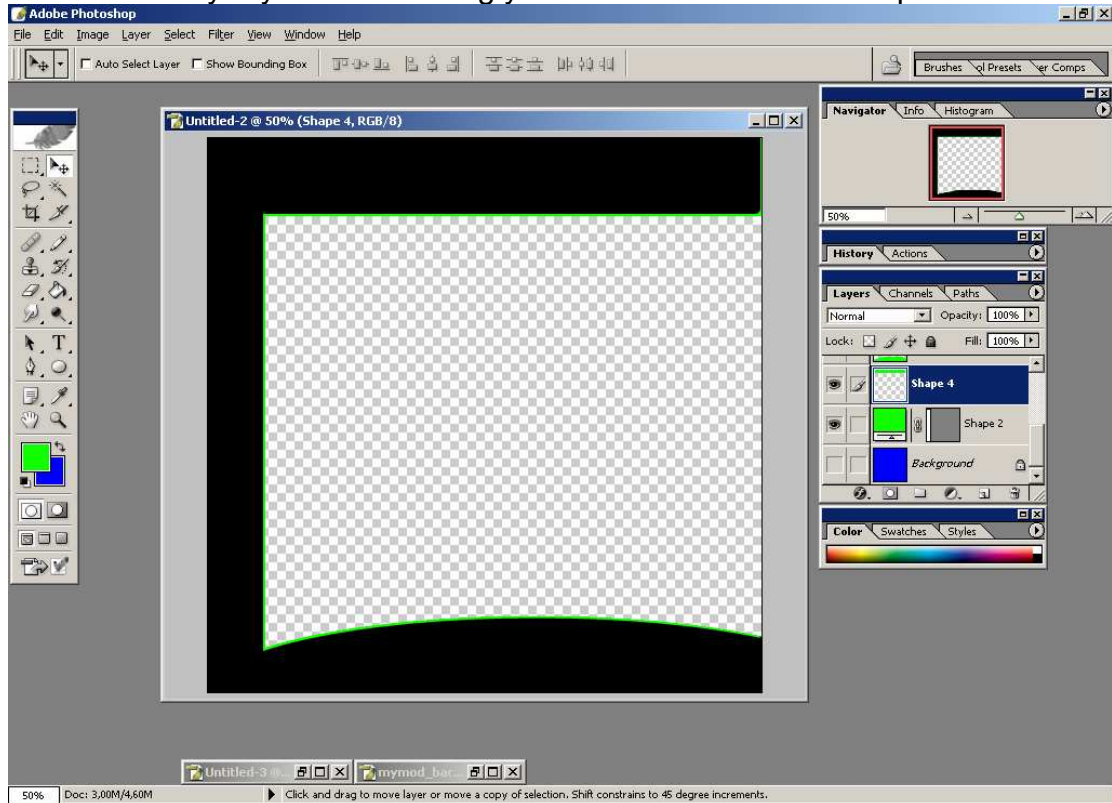
3. Create a menu design on the other 1024x768 any way you like...
There are however some tips on what you should do...
- fill the background (like some sort of blue-screen technique)



- add a new layer (through the layers tab)

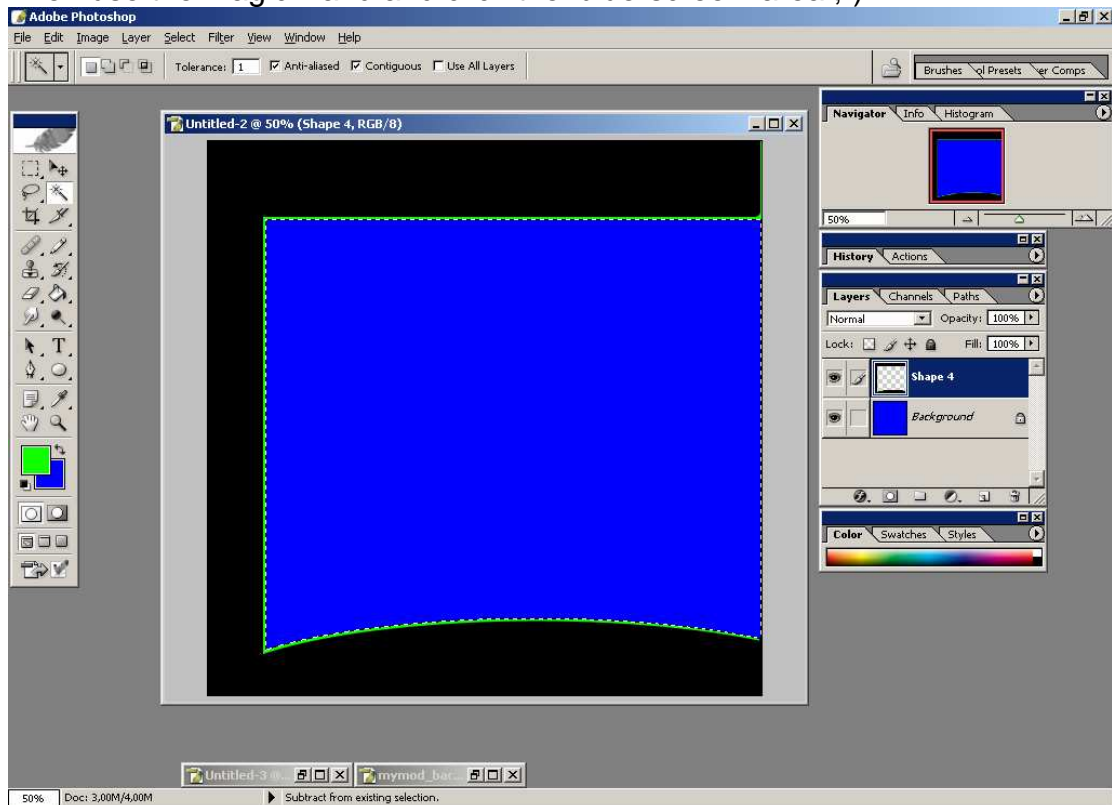


- in the new layer you start making your menu skin... For example like this:

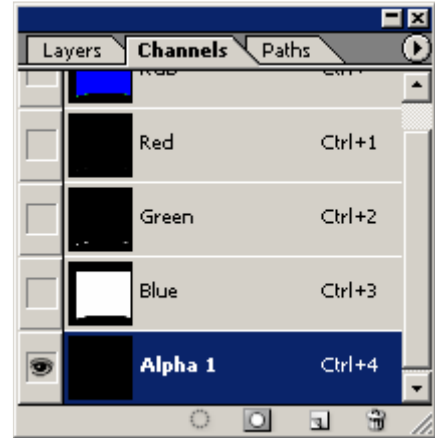
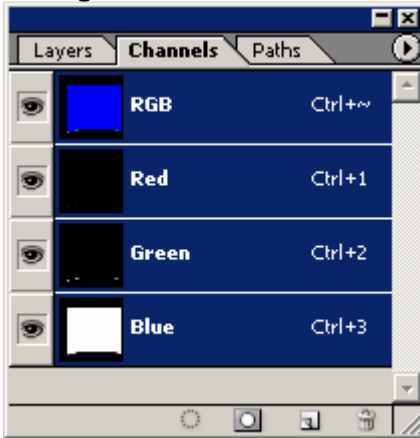


note: I've hidden the background, do the same and go to: Layer – Merge Visible

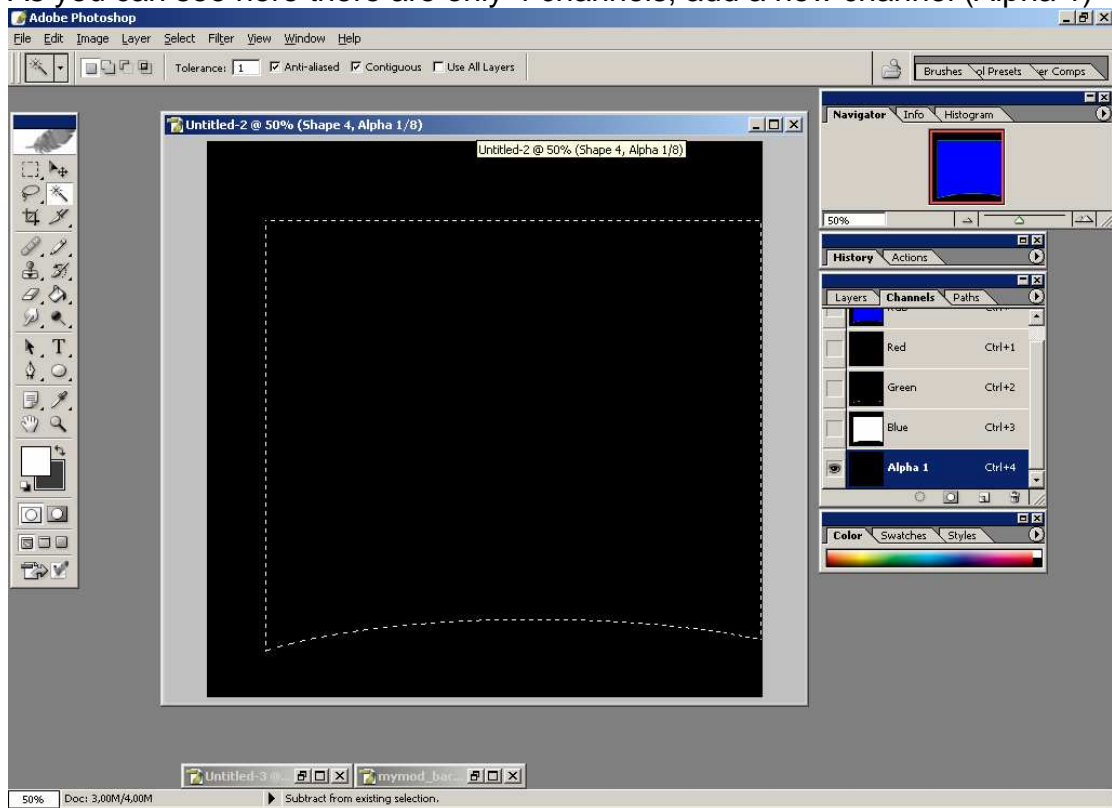
Show the background again and select the layer that is not the background. Then use the magic wand and click the 'blue-screen' area ;-)



Now go to the channels tab:

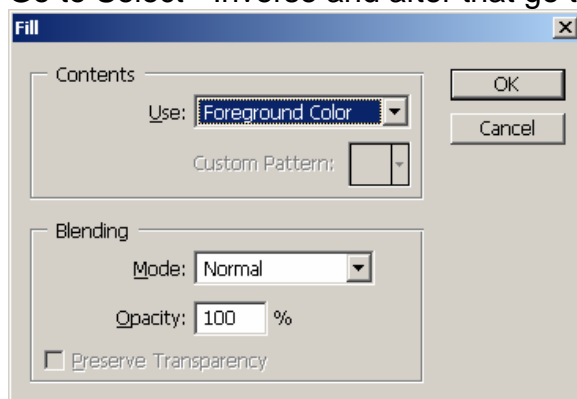


As you can see here there are only 4 channels, add a new channel (Alpha 1)

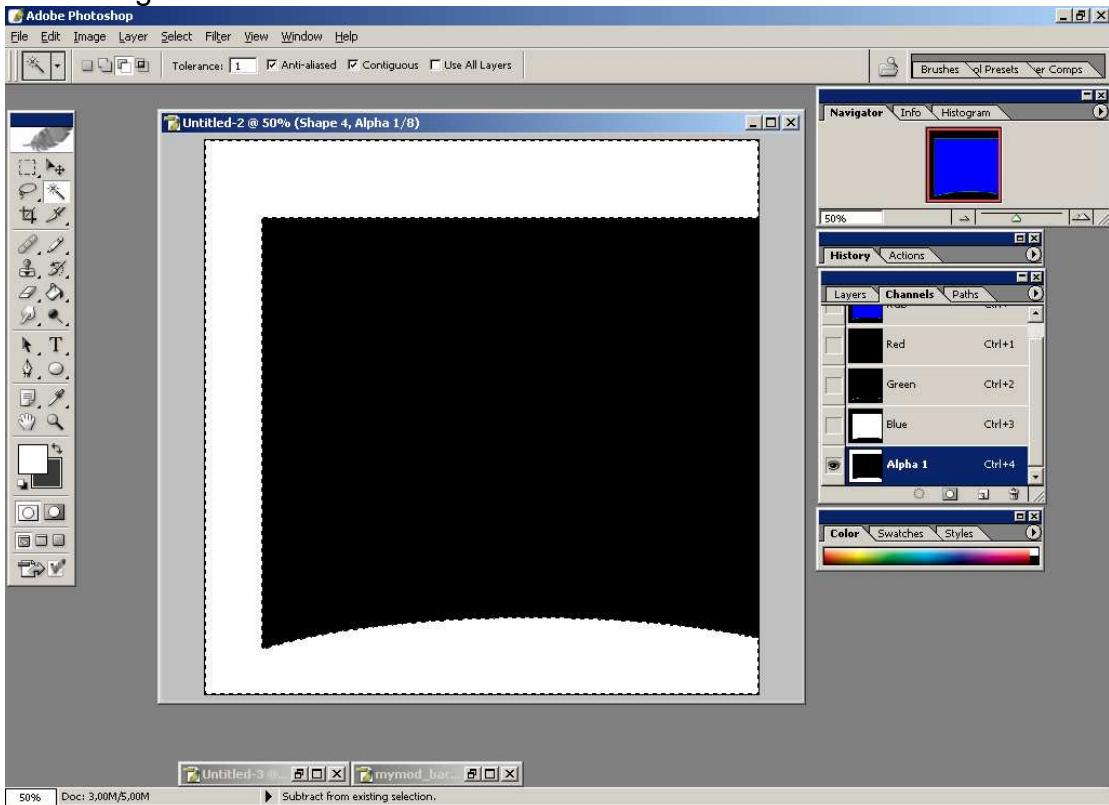


notice that the screen goes black.

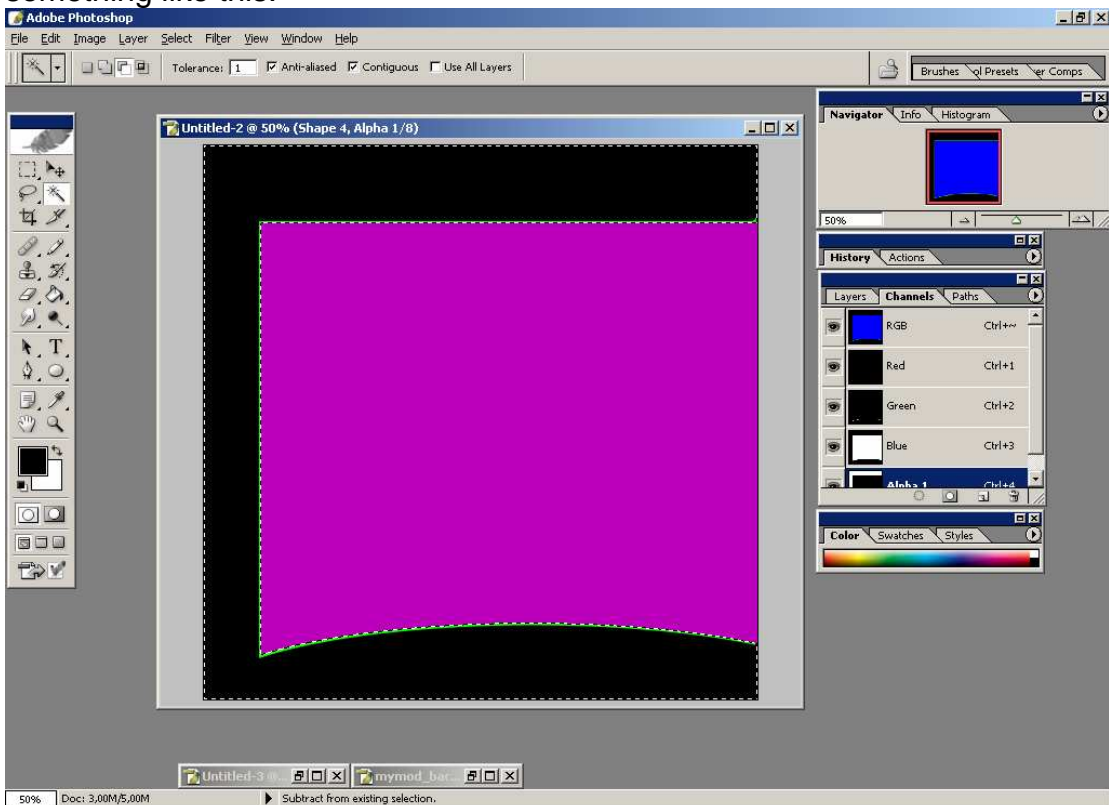
Go to Select - Inverse and after that go to Edit – Fill



Make sure the Foreground Color is white and click ok, you should now have something like this:

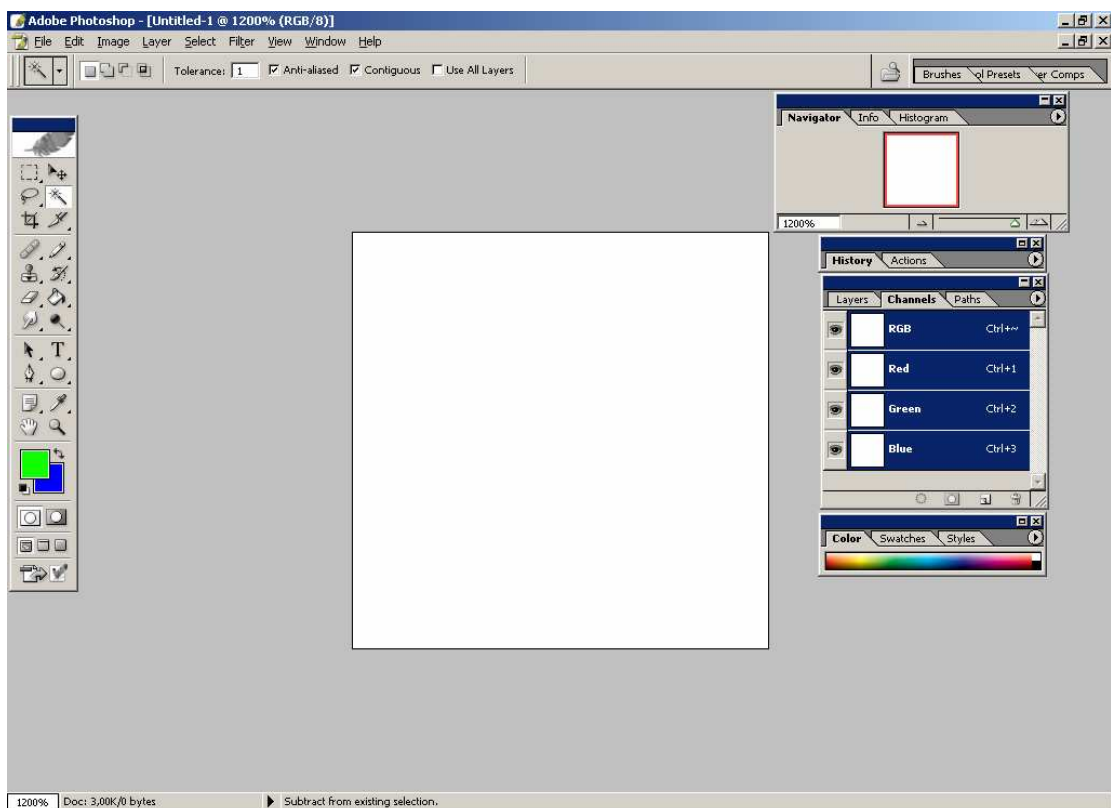
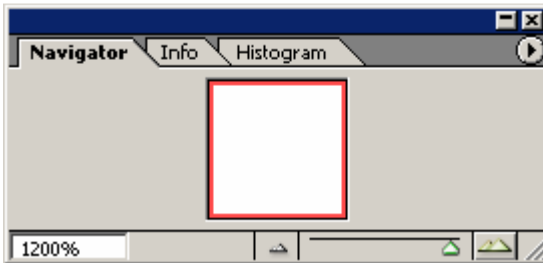


Then unhide all channels by clicking the RGB-channel, now you should see something like this:

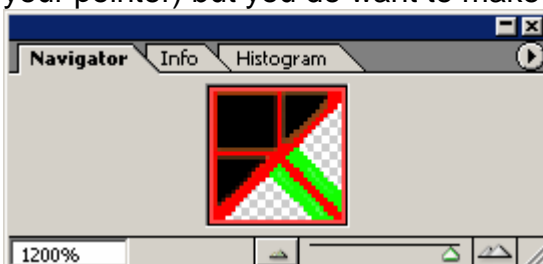


note: The pink section is the alpha- this part is totally hidden in Far Cry.

- Save it as MyMod_Menutop1.dds using the settings you used in MyMod_Menubackground.dds
- Now we are going to edit the mousecursor, which is very fun to do. Open the 32x32 image window... Zoom in till approx. 1200% through the navigator... Then maximize the window.



This makes editing a lot easier, you can now design you mousecursor: make sure the left top is used the rest is not of any real importance (that is your pointer) but you do want to make it some think like this...



For the rest use the alpha directions of step 4.

5. Well, now we have a mouse cursor, a menu design, and a menu background, now I will show you how to implement them through scripting, I'll start with the background.

- open the backscreen.lua from the scripts\Menuscreens\common folder
- edit the following:

```
StaticImage=
{
    classname = "static",
    left = 0, top = 0,
    width = 800, height = 600,

    zorder = -109,
    bordersize = 0,

    texture = System:LoadImage("textures/gui/menubackground"),
    texrect = "0, 0, 1024, 128",
},
```

- to the following:

```
StaticImage=
{
    classname = "static",
    left = 0, top = 0,
    width = 800, height = 600,

    zorder = -109,
    bordersize = 0,

    texture = System:LoadImage("textures/gui/MyMod_menubackground"),
    texrect = "0, 0, 1024, 1024",
},
```

Don't set any extensions, as that is not necessary, if you set everything correctly, save...

6. Now we're going to edit the mouse cursor, open the UISystemCFG.lua from the scripts\menuscreens-folder.

- Find this line:
`UI.szMouseCursor = "textures/GUI/MouseCursor";`
 - Change it to:
`UI.szMouseCursor = "textures/GUI/MyMod_MouseCursor";`
- Then save

7. Well, that was very simple right? Now this isn't going to be very hard either, open the skin.lua file found in the same folder as in step 6, scripts/MenuScreens. Get to the following in this file:

```
- MenuHeader=

{
    classname = "static",
    left = 0, top = 0,
    width = 800, height = 100,
    color = "255 255 255 255",
    bordersize = 0,

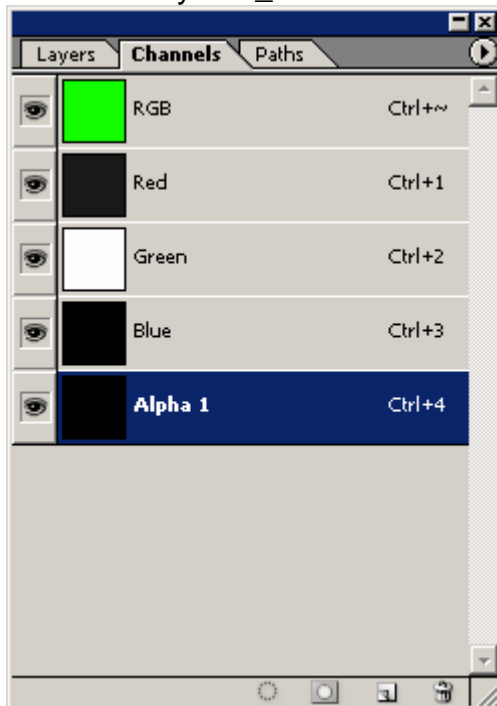
    texture = System:LoadImage("Textures/gui/menutop1"),
    texrect = "0, 0, 1024, 128",
},
```

Luckily there is only two things you need to edit, the texrect value and the texture value, like this:

```
- MenuHeader=  
  
  {  
    classname = "static",  
    left = 0, top = 0,  
    width = 800, height = 100,  
    color = "255 255 255 255",  
    bordersize = 0,  
  
    texture = System:LoadImage("Textures/gui/MyMod_menutop1"),  
    texrect = "0, 0, 1024, 128",  
  },
```

8. In the skins.lua file several other things need to be edited as well, make a small picture in the dimensions 32x32 (very small, doesn't clutter up your video memory so...

- You draw something, and then create an alpha layer, leave it black and save it as mymod_menublank.dds using the settings we've used before



- In the skins.lua, find the menu_footer, menu_left, Menu_right headers and edit the texture value so, it points to the MyMod_MenuBlank.dds file you've just saved (remember no extensions needed)

- These should i.e. look like this:

```
MenuFooter=  
{  
    classname = "static",  
    left = 0, top = 600 - 100,  
    width = 800, height = 100,  
  
    bordersize = 0,  
  
    texture = System:LoadImage("Textures/gui/MyMod_Menublank"),  
    texrect = "0, 1, 1024, 128",  
},
```

9. That wasn't very hard was it? Well, save it and then you can go and see your edited menu, just load Far Cry with the following in it's shortcut, or better even copy it and change:

"D:\Program Files\Ubisoft\Crytek\Far Cry\Bin32\FarCry.exe" -DEVMODE

to:

"D:\Program Files\Ubisoft\Crytek\Far Cry\Bin32\FarCry.exe" -DEVMODE -MOD:MyMod

Then rename the shortcut to FC – MyMOD

FULL TUTORIAL ADVANCED EDITING

This is going to be harder, because I need to set locations on a screen I cannot see... Now we need to calculate locations...

note: remember to make your mymod-directory as this is the safest way to work...

This section will explain working with multiple files in the following categories:

- We will modify the description-text in the mods.lua
It's location it's placement... and so on... (based on m1o1d1's idea thanks)
- We will make a modpreview.dds which will show in the mod.lua also it's placement and so on...
- On the menu.
We are going to recreate the menu using the menu_top1, menu_left, menu_right and the menubottom...
- We are going to give the menu entirely new colors...
(As the green colors are starting to annoy me hehe...)
- We are going to add our own movie to the intro (ubisoft, crytek, cryengine, cryengine sandbox, your intro)
- We will replace the background video in the menu (thanks GhosTonStimS)

*Remember: make sure you only work in the MOD directory you've created...
And extract the textures1.pak, the textures.pak, the scripts.pak and scripts1.pak there...
extract them to your MOD's base directory...*

Well, create the following file in the base-directory of your MOD directory which should be something like: Crytek\Far Cry\Mods\MyMOD

- moddesc.txt

Open the moddesc.txt

Add the following lines:

```
_Title_ = "MyMod (version 0.01)"  
_Author_ = "Your team/you"  
_Version_ = "version obviously :D"  
_Website_ = "http://www.crymod.com :P"  
_Description_ = "Welcome to our mod blah blah  
                Blah blah blah blah blah blah blah  
                Blagh blagh blagh blagh etc..."
```

Notice that I didn't use `"` on the first and second line, your description can be as long as you want as long as you don't 'close' it with `"`

Save it! That is actually very simple?

1. Now we will edit the Mods.lua file
Remember: Make a small directory like backup, copy Mods.lua there first)
We are not going to change a lot, but it is very sensitive in means of error...
2. look for the following lines:

```

description =
{
    skin = UI.skins.MultilineStatic,
    style = UISTYLE_MULTILINE,

    left = 220, top = 316,
    width = 260, height = 140,

    tabstop = 2,

    vscrollbar=
    {
        skin = UI.skins.VScrollBar,
    },

    hscrollbar=
    {
        skin = UI.skins.HScrollBar,
    }
},

```

These lines are very important. Change it into the following:

```

description =
{
    skin = UI.skins.MultilineStatic,
    style = UISTYLE_MULTILINE,

    left = 220, top = 316,
    width = 260, height = 140,

    tabstop = 2,
    halign = UIALIGN_LEFT,
    valign = UIALIGN_TOP,

    vscrollbar=
    {
        skin = UI.skins.VScrollBar,
    },

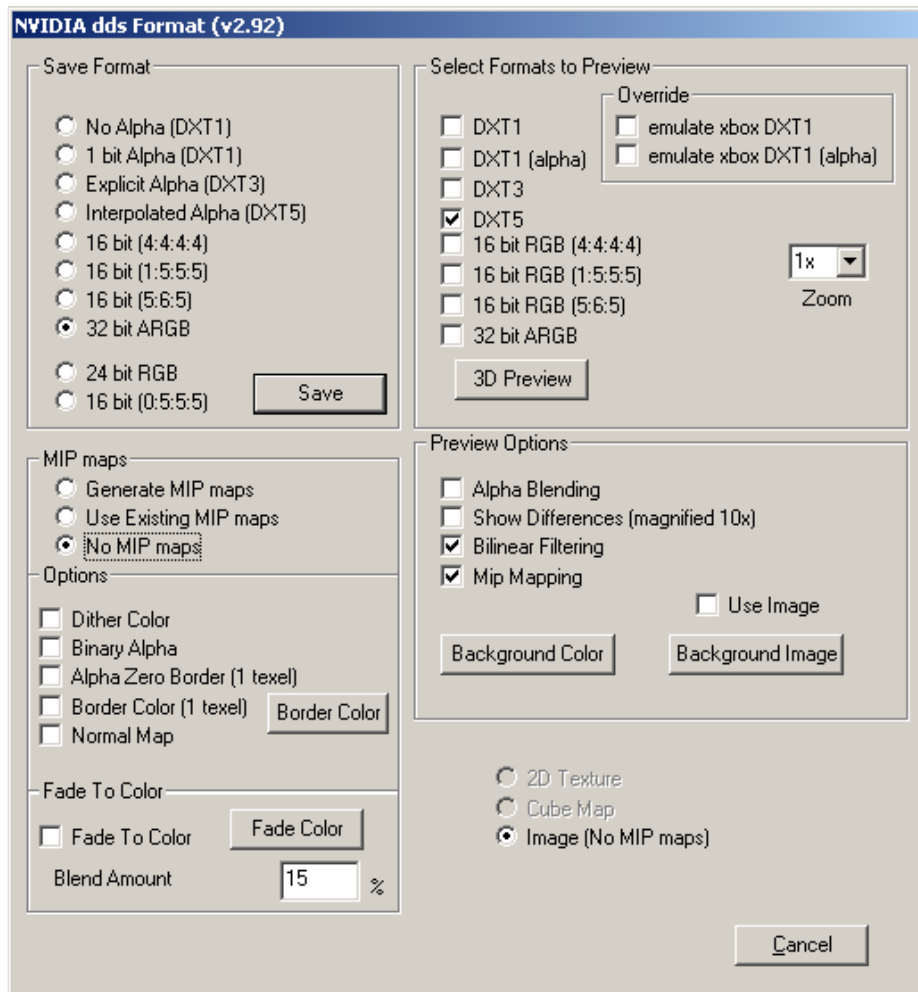
    hscrollbar=
    {
        skin = UI.skins.HScrollBar,
    }
},

```

Very simple... We now have made sure that the alignment is left and from the top, not somewhere in the middle...

3. There are more things we can change and do...
Now look for a header called mods and versiontext and thumbnail...
In the `mods = header` search for `left = 220, width = 260` and `height = 159`
change these into `left = 515` and `width = 256` and `height = 192`(same as in thumbnail)
No change the same values in the thumbnail-header in to `left = 220` and `width = 260` and `height = 80`...
4. Save the file...

- In Photoshop, create an image which measures 260x80 now put for example some text in it... And save as DDS, no alpha-channel is needed as it won't be shown...



Use these settings, other wise you cannot save...

You'll get some error like: Image width or height is not power of 2 mipmaps are disabled... don't worry, it'll work so...

6. If you check in game, you'll now see something like this...



As you can see, the description should up more... And we wish to have it approx. 10 pixels from the bottom of the Thumbnail... Well, now take the top value from the thumbnail header, which is 149, now get the height as well which is 80, so $149+80+10 = 239$... Which is the top value of the description header, but we want the bottom to be the same... The top value of the description header is 316 + the height value is 140 so, the 'bottom' of description is 456, now minus $239 = 217$ that's the new height value for description...

7. It should now be something like this...



That's better right?

8. Now save...

What we did, was switching the thumbnail with the mods file...

9. Now onto adding a certain feature, very simple actually, inbetween description and nametext we are going to add the following:

```
descriptiontext =
{
    skin = UI.skins.Label,
    left = 350, top = 229,
    width = 312,
    halign = UIALIGN_CENTER,

    text = "Description:",
},
```

It should now look like this:

```
description =
{
    skin = UI.skins.MultilineStatic,
    style = UISTYLE_MULTILINE,

    left = 220, top = 239,
    width = 260, height = 217,

    tabstop = 2,
    halign = UIALIGN_LEFT,
    valign = UIALIGN_TOP,
    vscrollbar=
    {
        skin = UI.skins.VScrollBar,
    },

    hscrollbar=
    {
        skin = UI.skins.HScrollBar,
    }
},

descriptiontext =
{
    skin = UI.skins.Label,
    left = 350, top = 229,
    width = 312,
    halign = UIALIGN_CENTER,

    text = "Description:",
},

nametext =
{
    skin = UI.skins.Label,
    left = 515, top = 349,
    width = 312,
    halign = UIALIGN_LEFT,

    text = "",
},
```

That was very simple...

Now we are going to modify the menu as they are originally built from multiple files:

Well, open the skin.lua

You'll find the following headers menu_header, menu_left, menu_right, menu_footer

On page 14 and 15 you'll find the texture resolutions and projection sizes:

The textrect values are the resolutions of the file, and the projection sizes are defined by width and height values...

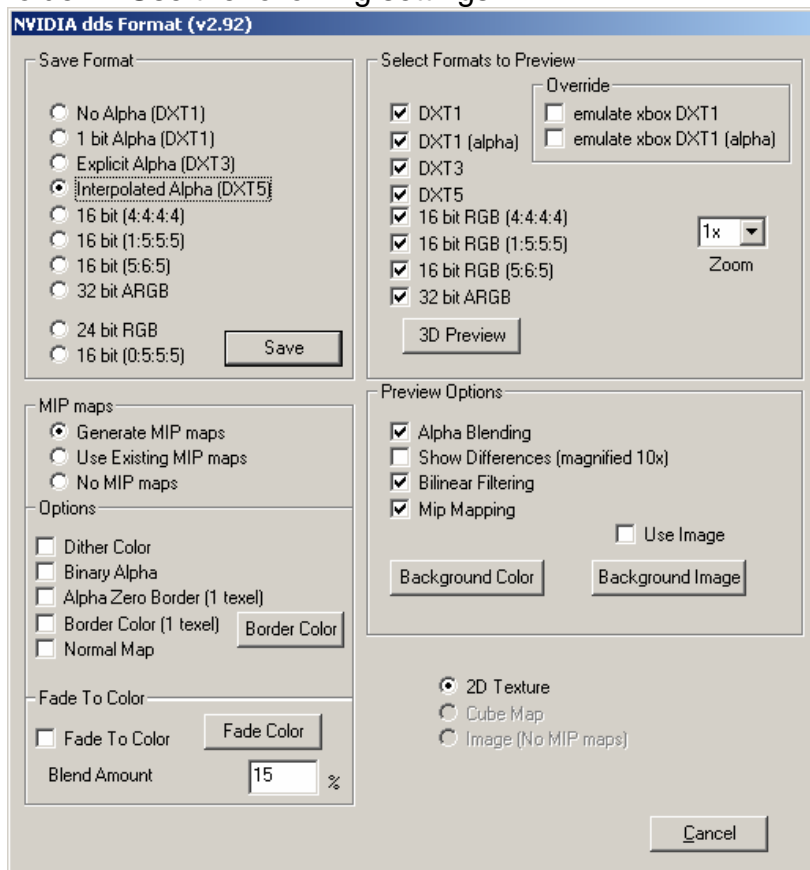
- | | | |
|---------------|------------|-------------------------------|
| - Menu_header | = 1024x128 | The projection size = 800x100 |
| - Menu_left | = 64x512 | The projection size = 49x500 |
| - Menu_right | = 128x128 | The projection size = 100x100 |
| - Menu_Footer | = 1024x128 | The projection size = 800x100 |

What we do is the following:

1. Open Photoshop...
2. Create an image with the size 800x100... Also create an alpha
For example something like this:



3. Now resize your image to 1024x128, this can be done with constrain proportions on... now save as to menutop1 with alpha on, in the textures\gui folder... Use the following settings:



4. In game it should now look something like this for example...



5. Also create an image named menufooter with the same settings... Just make it look like a footer...
6. Now on to the right side, create an image with the size 128x512, like the following:



also add an alpha channel...

We also need to edit something in the menuright header of the skin.lua, set the following:
textrect = " 0, 0, 128, 128"
to:
textrect = "0,0,128, 512"
and the height value to 500

7. With me it now shows this:



Actually the same counts for menuleft...
Save the file...

FULL TUTORIAL

ADVANCED EDITING : COLOR EDITING IN FAR CRY

This is actually very simple...

The color coding is as follows:

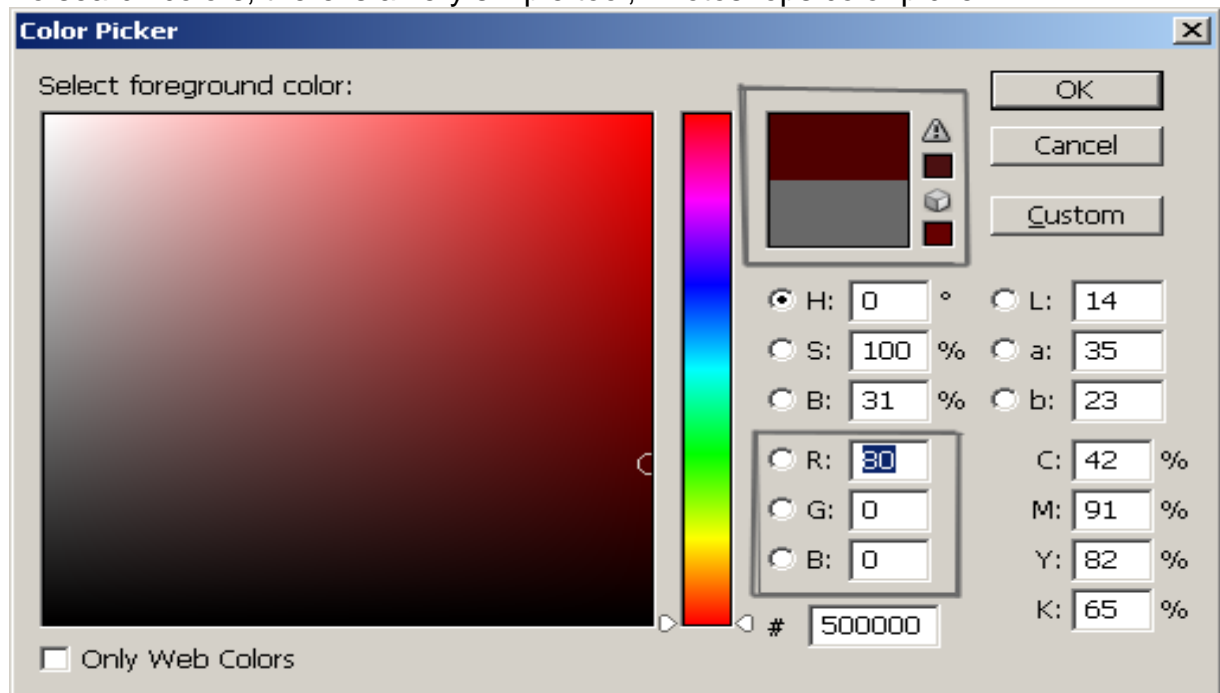
- R G B A
- red green blue alpha
- 0 0 0 255

The range is from 0 to 255, the above results in black.

- 80 0 0 255

This results in a dark-red color...

To search colors, there is a very simple tool, Photoshop's color picker:



I've marked two spots in this image, because of their use, from top, the first is the color you've found, the second is its RGB value...

Now open the following files:

- skin.lua
- UISystemCFG.lua

In the UISystemCFG.lua we'll need to find the following:

```
UI.szFocusColor = "181 246 188 255";  
UI.szBorderColor = "80 80 80 255";  
UI.szListViewOddColor = "113 142 121 255";  
UI.szListViewEvenColor = "162 194 170 255";  
UI.szSelectionColor = "162 194 170 168";  
UI.szMessageBoxColor = "0 0 0 164";  
UI.szMessageBoxScreenColor = "0 0 0 128";  
UI.szTabAdditiveColor = "12 44 6 92";
```

Everything between the “ “ markings can be edited as long as you do it in ‘R G B A’

I've done them like this:

```
UI.szFocusColor = "128 0 0 255";
UI.szNonFocusColor = "128 0 0 100";
UI.szBorderColor = "128 0 0 255";
UI.szListViewOddColor = "113 142 121 255";
UI.szListViewEvenColor = "162 194 170 255";
UI.szSelectionColor = "162 194 170 168";
UI.szMessageBoxColor = "0 0 0 164";
UI.szMessageBoxScreenColor = "0 0 0 128";
UI.szTabAdditiveColor = "12 44 6 92";
```

As you can see I've added a variable named UI.szNonFocusColor

Now to the skin.lua:

On the beginning of the file there are functions which defines what far cry does when for example a mouse is over them (or not) like these:

```
function DefOnMouseLeaveSideButton(self)
    local Focus = UI:GetFocus();

    if (Focus) then
        if (Focus:GetName() == self:GetName()) then
            local ScreenF = Focus:GetScreen();
            local ScreenS = self:GetScreen();

            if (ScreenF:GetName() == ScreenS:GetName()) then
                return
            end
        end
    end

    self:SetFontColor(UI.szNonFocusColor);
end

function DefOnLostFocusSideButton(self)
    self:SetFontColor(UI.szNonFocusColor);
end
```

I have edited these functions to make sure the colors I've set will remain and won't turn green or something...

Due to this I now have this:



As you can see the start new-tab in campaign is unedited:

You can find variables for these in skin.lua:

1. The headers are TopMenuButton and BottomMenuButton

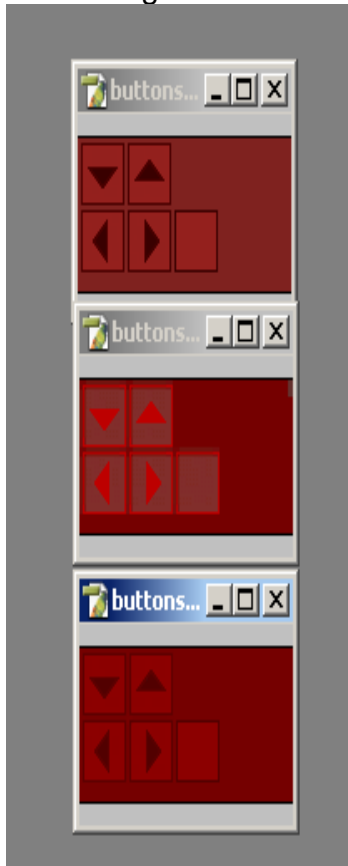
They are textured, with the following files:

- buttons.dds
- button_down.dds
- button_over.dds

2. Well open all three of these files in Photoshop...



And changed them in to the following (they show alpha)



They all have the same alpha channel...

However you need to edit the skin.lua in the TopMenuButton and the BottomMenuButton headers, you should remove the following line:

```
color = "255 255 255 255",
```

from these headers...

3. As a result the now looks like this:



With mouseover effects and so on...

4. But there is just one thing, in the multiplayer menu you've probably found that the PB-column header is still green...

Still in the skin.lua find the listview header and find the following lines:

```
sortcolumntextcolor = "255 255 255 255",  
sortcolumncolor = "181 246 188 255",  
selectioncolor = UI.szSelectionColor,
```

I've modified them like this:

```
sortcolumntextcolor = "0 255 24 255",  
sortcolumncolor = "80 0 0 244",  
selectioncolor = UI.szSelectionColor,
```

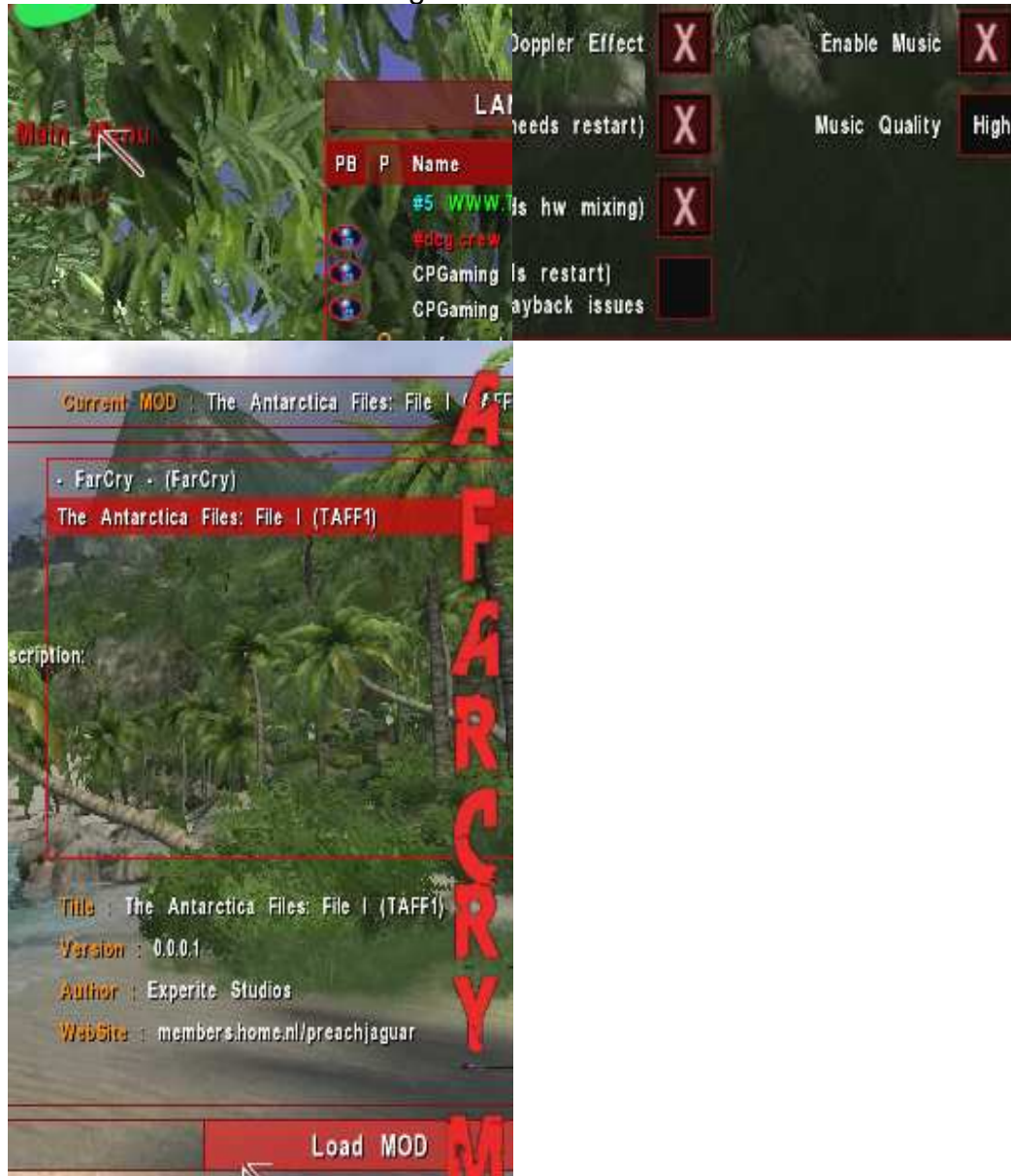
This is very simple, but the checkbox has the same 'problem' find the checkbox header you'll find 3 color variables there:

```
-- color = "255 255 255 255",  
color = "0 0 0 255",  
checkcolor = " 131 161 60 255",
```

Edit them in to the following for example:

```
-- color = "80 0 0 190",  
color = "0 0 0 190",  
checkcolor = UI.szNonFocusColor,
```

5. The result for me is something like this:



Not very hard was it?

FULL TUTORIAL

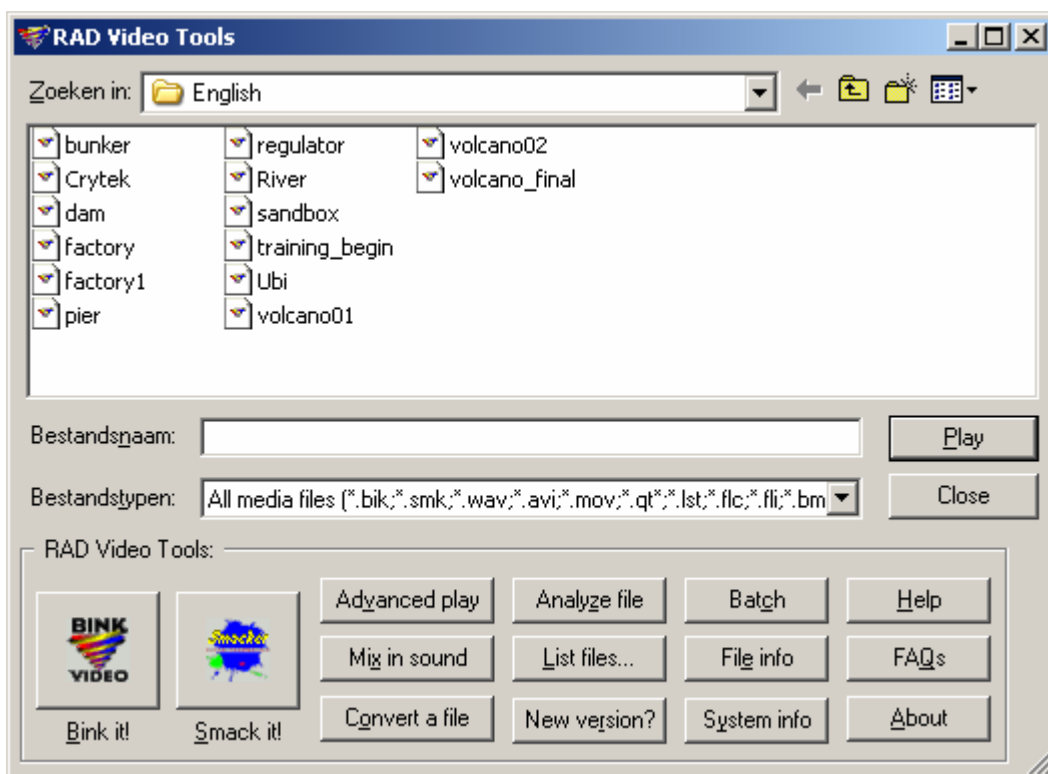
ADVANCED EDITING : INTRO AND BACKGROUND MOVIE

Let's go on to the thing we've all been waiting for, making a background video! Well, you'll need RADTools which can be found here:

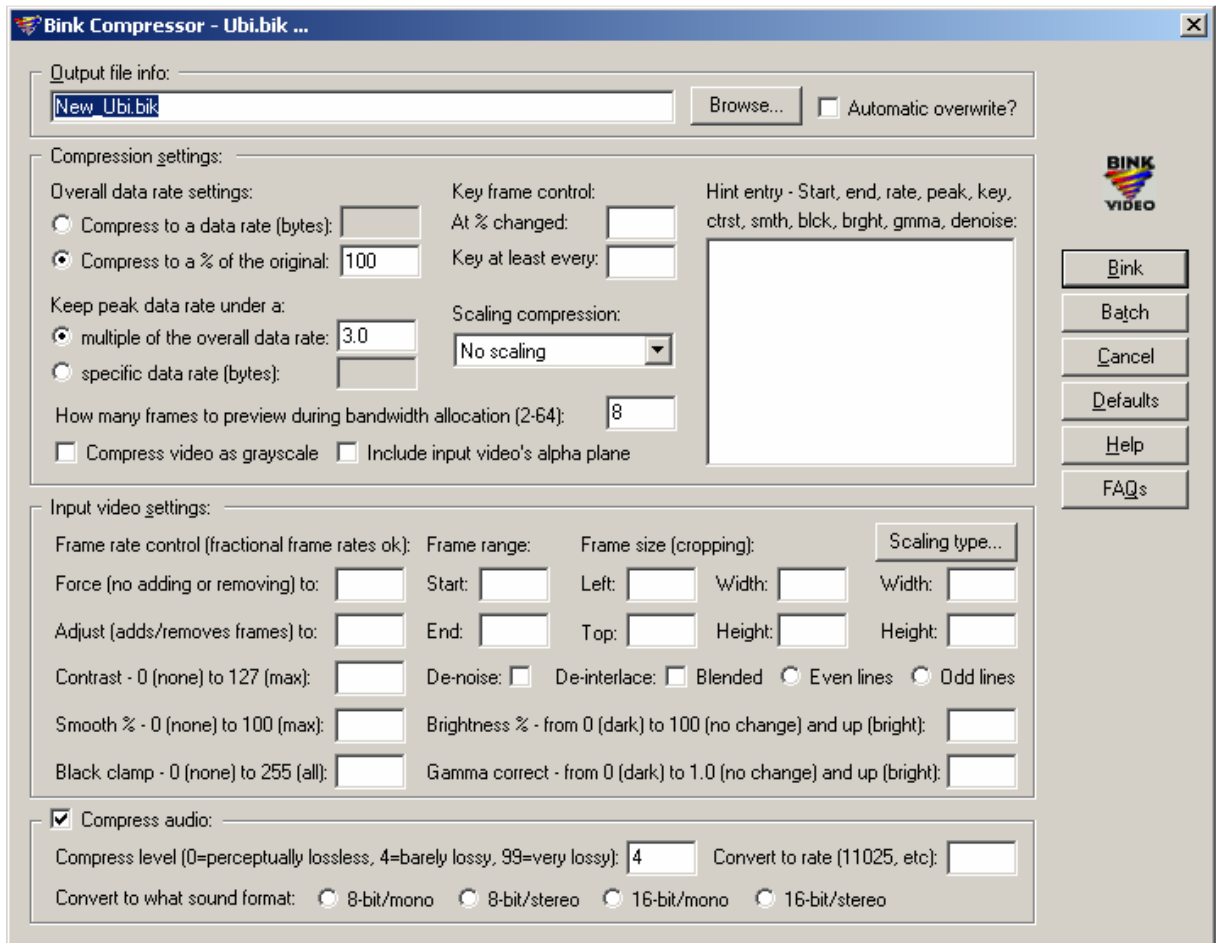
<http://www.radgametools.com/default.htm>

Download the Bink tools and install it... We'll need it later on...

Make a cutscene in sandbox (grab it with Fraps) or use some movie you have and go to Start-All Programs-Bink And Smacker click RAD Video Tools you'll get a screen as the following:



Find your video file and click Bink it! now certain things will be asked...



Well, you don't need to change much in there just set Compress to a % of the original to 100, and in the compress audio set the audio format to 16-bit/stereo Nothing else needs to be done really... Set the folder where you wish to save it set the filename and click Bink...

Now, you'd like to know what to do?

Well, go to your Mod's folder and create these folders:

Languages\Movies\DemoLoops =(The background video)=
and

Languages\Movies\English =(The Intro and ingame cutscenes)=

Now open Languages\Movies\English and place the following movies there:

- Crytek.bik
- Ubi.bik
- Sandbox.bik
- And your movie

Now open the UISystem.lua

Find governmental_message.bik and change it into your movie movies_filename.bik...

Now you've completed your own intro, you can also de-comment the line with

introduction.bik (Now you'll get the Far Cry Introduction in the beginning, replace it with the introduction.bik you made...
Very simple right?

Now on to the background video for your menu, go to the DemoLoops folder you've created in your Mod-folder and place a movie you've made for it there...

Now open the UISystemCfg and find:

```
UI.szCutSceneFolder = "Languages/Movies/"
```

Now change that into:

```
UI.szCutSceneFolder = "Mods/YourModFolder/Languages/Movies/"
```

Now then... save everything, if everything went correct you can start it in Far Cry...

Copy your desktops shortcut and edit it's properties make the target line as follows:

```
"D:\Program Files\Ubisoft\Crytek\Far Cry\Bin32\FarCry.exe" -DevMode -Mod:YourModFolder
```

Double click it and now you can enjoy it!

Well, t-t-th-that's all Folks (always wanted to say that)

Thanks to:

GhosTonStimS

Dek

m1o1d1

Swoop and AEon' great Far Cry editing FAQ (without them I wouldn't 've dared to touch this)

Crytek

Ubisoft

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preachjaguar@home.nl

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