



PROFESSIONAL
HUD Pack

4

USER MANUAL

COPYRIGHT 2009 FPS-FILES.COM

TABLE OF CONTENTS

Contents

Before we Start.....	3
Hud Setup ANKH.....	4
Complex.....	6
MGS.....	11
Siege.....	15
Fantasy.....	16
Gecko.....	20
Horror.....	21
MHW.....	22
Modern.....	24
Pirate.....	26
Ring.....	27
Sci-Fi.....	29
Sci-Fi 2.....	32
Sci-Fi 3.....	35
Skew Eye.....	38
UnReal.....	41
Information.....	42

BEFORE WE START

Thankyou for Purchasing FPSF Professional Hud Pack 4.

Before you can start using the HUDS you will need to know a few things in order to install and get the HUDS to work.

Most HUDS within the pack are Health Bar HUDS. Health Bar HUDS are something FPS Creator was not designed to use so we have had to use scripts in order to manipulate FPS Creator.

To allow Health Bar HUDS you need to edit the setuplevel.fpi which is the file responsible for setting up the basis of you game, such as Skybox, Menu and of course the HUDS. This file can be found by going to:

C:/Program Files/The Game Creators/FPS
Creator/Files/languagebank/English/gamebank/yourgamename/

Make sure you open the folder corresponding to your game and edit its setuplevel.fpi

***Note*: You will need to open the setuplevel.fpi file by using notepad.**

Each Health Bar HUD has code within this manual that you will need to insert into your setuplevel.fpi file. Some of the HUDS will require you to set the Lives, Health or Ammunition Numerics and Images before injecting the code into the setuplevel.fpi so make sure you read the HUDS instructions carefully.

If you inject the code and edit something within the build menu in FPS Creator such as the Ammunition numeric and confirm it, it will erase all the code you have inserted for the Health Bar.

If the code within the Manual does not seem to work there are text documents with coordinates within each of the hud folders. These folders can be located

C:/Program Files/The Game Creators/FPS
Creator/Files/languagebank/English/gamecore/huds/

It is highly recommended that you use the code from the text documents as copying it from the manual can cause problems.

If you are still unsure and need a more in depth explanation on inserting the code, there is a in depth pdf file accompining this manual called "**Health Bar Hud Tutorial.pdf**"

Well that is the basics, remember to follow these instructions for each HUD carefully and enjoy your brand new HUDS.

ANKH

Insert Code Into the setuplevel.fpi file.

<CODE >

```
;=====

;Ankh Health Bar - Place Code Before Setup Game Menu

;=====

:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh1.dds,hudname=Ankh1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh2.dds,hudname=Ankh2,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh3.dds,hudname=Ankh3,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh4.dds,hudname=Ankh4,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh5.dds,hudname=Ankh5,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh6.dds,hudname=Ankh6,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh7.dds,hudname=Ankh7,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh8.dds,hudname=Ankh8,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh9.dds,hudname=Ankh9,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh10.dds,hudname=Ankh10,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh11.dds,hudname=Ankh11,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh12.dds,hudname=Ankh12,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh13.dds,hudname=Ankh13,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh14.dds,hudname=Ankh14,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh15.dds,hudname=Ankh15,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh16.dds,hudname=Ankh16,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh17.dds,hudname=Ankh17,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh18.dds,hudname=Ankh18,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh19.dds,hudname=Ankh19,hudhide=1,hudmake=display
:state=0:hudreset,hudx=7,hudy=89,hudimage=gamecore\huds\Ankh\Ankh20.dds,hudname=Ankh20,hudhide=1,hudmake=display

;=====

;Ankh Health Bar FINISHED

;=====
```

</CODE >

ANKH

<CODE >

```
=====
;Ankh Health Bar - Place After Main Game
=====

:state=1,plrhealthless=101:hudunshow=Ankh2,hudshow=Ankh1

:state=1,plrhealthgreater=99:hudunshow=Ankh2,hudunshow=Ankh3,hudunshow=Ankh4,hudunshow=Ankh5,hudunshow=Ankh6,hudunshow=Ankh7,hudunshow=Ankh8,hudunshow=Ankh9,hudunshow=Ankh10,hudunshow=Ankh11,hudunshow=Ankh12,hudunshow=Ankh13,hudunshow=Ankh14,hudunshow=Ankh15,hudunshow=Ankh16,hudunshow=Ankh17,hudunshow=Ankh18,hudunshow=Ankh19,hudunshow=Ankh20,hudshow=Ankh1

:state=1,plrhealthless=95:hudunshow=Ankh1,hudshow=Ankh2

:state=1,plrhealthless=89.5:hudunshow=Ankh2,hudshow=Ankh3

:state=1,plrhealthless=85:hudunshow=Ankh3,hudshow=Ankh4

:state=1,plrhealthless=79.5:hudunshow=Ankh4,hudshow=Ankh5

:state=1,plrhealthless=75:hudunshow=Ankh5,hudshow=Ankh6

:state=1,plrhealthless=69.5:hudunshow=Ankh6,hudshow=Ankh7

:state=1,plrhealthless=65:hudunshow=Ankh7,hudshow=Ankh8

:state=1,plrhealthless=59.5:hudunshow=Ankh8,hudshow=Ankh9

:state=1,plrhealthless=55:hudunshow=Ankh9,hudshow=Ankh10

:state=1,plrhealthless=49.5:hudunshow=Ankh10,hudshow=Ankh11

:state=1,plrhealthless=45:hudunshow=Ankh11,hudshow=Ankh12

:state=1,plrhealthless=39.5:hudunshow=Ankh12,hudshow=Ankh13

:state=1,plrhealthless=34:hudunshow=Ankh13,hudshow=Ankh14

:state=1,plrhealthless=28.5:hudunshow=Ankh14,hudshow=Ankh15

:state=1,plrhealthless=23:hudunshow=Ankh15,hudshow=Ankh16

:state=1,plrhealthless=17.5:hudunshow=Ankh16,hudshow=Ankh17

:state=1,plrhealthless=12:hudunshow=Ankh17,hudshow=Ankh18

:state=1,plrhealthless=6.5:hudunshow=Ankh18,hudshow=Ankh19

:state=1,plrhealthless=1:hudunshow=Ankh19,hudshow=Ankh20

=====
;Ankh Health Bar FINISHED
=====
```

</CODE >

COMPLEX

Adjust these files within FPS Creator first before injecting the Health Bar Code.

Coordinates For Ammo Numeric (Complex Numeric.dds)

X = 23

Y = 73.5

Insert Code Into the setuplevel.fpi file.

<CODE >

```
=====
:Complex Health Bar - Place Code Before The Line that is Right Before Setup Game Menu
=====

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex1.dds,hudname=Complex1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex2.dds,hudname=Complex2,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex3.dds,hudname=Complex3,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex4.dds,hudname=Complex4,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex5.dds,hudname=Complex5,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex6.dds,hudname=Complex6,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex7.dds,hudname=Complex7,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex8.dds,hudname=Complex8,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex9.dds,hudname=Complex9,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex10.dds,hudname=Complex10,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex11.dds,hudname=Complex11,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex12.dds,hudname=Complex12,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex13.dds,hudname=Complex13,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex14.dds,hudname=Complex14,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex15.dds,hudname=Complex15,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex16.dds,hudname=Complex16,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex17.dds,hudname=Complex17,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex18.dds,hudname=Complex18,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex19.dds,hudname=Complex19,hudhide=1,hudmake=display

:state=0:hudreset,hudx=20,hudy=77,hudimage=gamecore\huds\Complex\Complex20.dds,hudname=Complex20,hudhide=1,hudmake=display

;=====

;Complex Health Bar FINISHED

;=====
```

</CODE >

COMPLEX

<CODE >

Complex Health Bar - Place After Main Game

```
state=1,plrhealthless=101:hudunshow=ComplexX2,hudshow=ComplexX1
```

```
state=1,plrhealthgreater=99:hudunshow=ComplexX2,hudunshow=ComplexX3,hudunshow=ComplexX4,hudunshow=ComplexX5,hudunshow=ComplexX6,hudunshow=ComplexX7,hudunshow=ComplexX8,hudunshow=ComplexX9,hudunshow=ComplexX10,hudunshow=ComplexX11,hudunshow=ComplexX12,hudunshow=ComplexX13,hudunshow=ComplexX14,hudunshow=ComplexX15,hudunshow=ComplexX16,hudunshow=ComplexX17,hudunshow=ComplexX18,hudunshow=ComplexX19,hudunshow=ComplexX20,hudshow=ComplexX1
```

```
state=1,plrhealthless=95:hudreset,hudunshow=ComplexX1,hudshow=ComplexX2
```

```
state=1,plrhealthless=89.5:hudreset,hudunshow=ComplexX2,hudshow=ComplexX3
```

```
state=1,plrhealthless=85:hudreset,hudunshow=ComplexX3,hudshow=ComplexX4
```

```
state=1,plrhealthless=79.5:hudreset,hudunshow=ComplexX4,hudshow=ComplexX5
```

```
state=1,plrhealthless=75:hudreset,hudunshow=ComplexX5,hudshow=ComplexX6
```

```
state=1,plrhealthless=69.5:hudreset,hudunshow=ComplexX6,hudshow=ComplexX7
```

```
state=1,plrhealthless=65:hudreset,hudunshow=ComplexX7,hudshow=ComplexX8
```

```
state=1,plrhealthless=59.5:hudreset,hudunshow=ComplexX8,hudshow=ComplexX9
```

```
state=1,plrhealthless=55:hudreset,hudunshow=ComplexX9,hudshow=ComplexX10
```

```
state=1,plrhealthless=49.5:hudreset,hudunshow=ComplexX10,hudshow=ComplexX11
```

```
state=1,plrhealthless=45:hudreset,hudunshow=ComplexX11,hudshow=ComplexX12
```

```
state=1,plrhealthless=39.5:hudreset,hudunshow=ComplexX12,hudshow=ComplexX13
```

```
state=1,plrhealthless=34:hudreset,hudunshow=ComplexX13,hudshow=ComplexX14
```

```
state=1,plrhealthless=28.5:hudreset,hudunshow=ComplexX14,hudshow=ComplexX15
```

```
state=1,plrhealthless=23:hudreset,hudunshow=ComplexX15,hudshow=ComplexX16
```

```
state=1,plrhealthless=17.5:hudreset,hudunshow=ComplexX16,hudshow=ComplexX17
```

```
state=1,plrhealthless=12:hudreset,hudunshow=ComplexX17,hudshow=ComplexX18
```

```
state=1,plrhealthless=6.5:hudreset,hudunshow=ComplexX18,hudshow=ComplexX19
```

```
state=1,plrhealthless=1:hudreset,hudunshow=ComplexX19,hudshow=ComplexX20
```

Complex Health Bar FINISHED

</CODE >

SPIKE

Adjust these files within FPS Creator first before injecting the Health Bar Code.

Coordinates For Ammo Numeric (Spike Numeric.dds)

X = 43

Y = 24.5

Insert Code Into the setuplevel.fpi file.

<CODE >

```
=====
;
Spike Health Bar - Place Code Before The Line that is Right Before Setup Game Menu
;
=====
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike1.dds,hudname=Spike1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike2.dds,hudname=Spike2,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike3.dds,hudname=Spike3,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike4.dds,hudname=Spike4,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike5.dds,hudname=Spike5,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike6.dds,hudname=Spike6,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike7.dds,hudname=Spike7,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike8.dds,hudname=Spike8,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike9.dds,hudname=Spike9,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike10.dds,hudname=Spike10,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike11.dds,hudname=Spike11,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike12.dds,hudname=Spike12,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike13.dds,hudname=Spike13,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike14.dds,hudname=Spike14,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike15.dds,hudname=Spike15,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike16.dds,hudname=Spike16,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike17.dds,hudname=Spike17,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike18.dds,hudname=Spike18,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike19.dds,hudname=Spike19,hudhide=1,hudmake=display
:state=0:hudreset,hudx=34,hudy=22,hudimage=gamecore\huds\Spike\Spike20.dds,hudname=Spike20,hudhide=1,hudmake=display
;
=====
;
Spike Health Bar FINISHED
;
=====
```

</CODE >

SPIKE

<CODE >

```
;=====

;Spike Health Bar - Place After Main Game

;=====

:state=1,plrhealthless=101:hudunshow=Spike2,hudshow=Spike1

:state=1,plrhealthgreater=99:hudunshow=Spike2,hudunshow=Spike3,hudunshow=Spike4,hudunshow=Spike5,hudunshow=Spike6,hudunshow=Spike7,hudunshow=Spike8,hudunshow=Spike9,hudunshow=Spike10,hudunshow=Spike11,hudunshow=Spike12,hudunshow=Spike13,
hudunshow=Spike14,hudunshow=Spike15,hudunshow=Spike16,hudunshow=Spike17,hudunshow=Spike18,hudunshow=Spike19,hudunshow=Spike20,hudshow=Spike1

:state=1,plrhealthless=95:hudunshow=Spike1,hudshow=Spike2

:state=1,plrhealthless=89.5:hudunshow=Spike2,hudshow=Spike3

:state=1,plrhealthless=85:hudunshow=Spike3,hudshow=Spike4

:state=1,plrhealthless=79.5:hudunshow=Spike4,hudshow=Spike5

:state=1,plrhealthless=75:hudunshow=Spike5,hudshow=Spike6

:state=1,plrhealthless=69.5:hudunshow=Spike6,hudshow=Spike7

:state=1,plrhealthless=65:hudunshow=Spike7,hudshow=Spike8

:state=1,plrhealthless=59.5:hudunshow=Spike8,hudshow=Spike9

:state=1,plrhealthless=55:hudunshow=Spike9,hudshow=Spike10

:state=1,plrhealthless=49.5:hudunshow=Spike10,hudshow=Spike11

:state=1,plrhealthless=45:hudunshow=Spike11,hudshow=Spike12

:state=1,plrhealthless=39.5:hudunshow=Spike12,hudshow=Spike13

:state=1,plrhealthless=34:hudunshow=Spike13,hudshow=Spike14

:state=1,plrhealthless=28.5:hudunshow=Spike14,hudshow=Spike15

:state=1,plrhealthless=23:hudunshow=Spike15,hudshow=Spike16

:state=1,plrhealthless=17.5:hudunshow=Spike16,hudshow=Spike17

:state=1,plrhealthless=12:hudunshow=Spike17,hudshow=Spike18

:state=1,plrhealthless=6.5:hudunshow=Spike18,hudshow=Spike19

:state=1,plrhealthless=1:hudunshow=Spike19,hudshow=Spike20

;=====

;Spike Health Bar FINISHED

;=====
```

</CODE >

MGS

MGS Instructions:

To get this HUD to work, you will need to edit the hud_icon.dds file for every gun that you will be using with this HUD.

There is a .PSD file included in this pack to allow you to make your own. It can be found in the Additional Content folder, on the desktop, under PSD's



This HUD has numerous images such as the one above. It is the core part of the HUD.

Before installing this HUD it is highly recommended that you backup all the original hud icons.

To access these icons go to:

C:/Program Files/The Game Creators/Files/gamecore/guns

Open each of the three original gun set folders, which are modernday, scifi and ww2. In each folder is another folder that contains files for each of the original guns in FPS Creator. Open each of these folders and find the hud_icon.dds file. Rename this to hud_iconoriginal.dds

Once you have done this, open up the .zip file (Found in the Additional Content Folder located on the desktop) called MGS hud_icons.zip.

Drag the three folders into C:/Program Files/The Game Creators/Files/gamecore/guns and overwrite all files.

That is it, now follow the additional instructions below on the next page.



Adjust these files within FPS Creator first before injecting the Health Bar Code.

Coordinates For Health Numeric (MGS Numeric.dds)

X = 28

Y = 76

Coordinates For Ammo Numeric (MGS Numeric.dds)

X = 17

Y = 94

Coordinates For Ammo Image

X = 13

Y = 86

Insert Code Into the setuplevel.fpi file.

<CODE >

```
=====
;
.MGS Health Bar - Place Code Before Setup Game Menu
;
=====

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth1.dds,hudname=MGS1,hudmake=display

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth2.dds,hudname=MGS2,hudhide=1,hudmake=display

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth3.dds,hudname=MGS3,hudhide=1,hudmake=display

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth4.dds,hudname=MGS4,hudhide=1,hudmake=display

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth5.dds,hudname=MGS5,hudhide=1,hudmake=display

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth6.dds,hudname=MGS6,hudhide=1,hudmake=display

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth7.dds,hudname=MGS7,hudhide=1,hudmake=display

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth8.dds,hudname=MGS8,hudhide=1,hudmake=display

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth9.dds,hudname=MGS9,hudhide=1,hudmake=display

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth10.dds,hudname=MGS10,hudhide=1,hudmake=display
ay

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth11.dds,hudname=MGS11,hudhide=1,hudmake=display
ay

:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth12.dds,hudname=MGS12,hudhide=1,hudmake=display
ay
```

```
:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth13.dds,hudname=MGS13,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth14.dds,hudname=MGS14,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth15.dds,hudname=MGS15,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth16.dds,hudname=MGS16,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth17.dds,hudname=MGS17,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth18.dds,hudname=MGS18,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth19.dds,hudname=MGS19,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=28.6,hudy=81.6,hudimage=gamecore\huds\MGS\MGSHealth20.dds,hudname=MGS20,hudhide=1,hudmake=display
```

```
;=====
```

```
;MGS Health Bar FINISHED
```

```
;=====
```

</CODE >

MGS

<CODE >

```
=====
MGS Health Bar - Place After Main Game
=====

state=1,plrhealthless=101:hudunshow=MGS2,hudshow=MGS1

state=1,plrhealthgreater=99:hudunshow=MGS2,hudunshow=MGS3,hudunshow=MGS4,hudunshow=MGS5,hudunshow=MGS6,hudunshow=MGS7,hudunshow=MGS8,hudunshow=MGS9,hudunshow=MGS10,hudunshow=MGS11,hudunshow=MGS12,hudunshow=MGS13,hudunshow=MGS14,hudunshow=MGS15,hudunshow=MGS16,hudunshow=MGS17,hudunshow=MGS18,hudunshow=MGS19,hudunshow=MGS20,hudshow=MGS1

state=1,plrhealthless=95:hudunshow=MGS1,hudshow=MGS2

state=1,plrhealthless=89.5:hudunshow=MGS2,hudshow=MGS3

state=1,plrhealthless=85:hudunshow=MGS3,hudshow=MGS4

state=1,plrhealthless=79.5:hudunshow=MGS4,hudshow=MGS5

state=1,plrhealthless=75:hudunshow=MGS5,hudshow=MGS6

state=1,plrhealthless=69.5:hudunshow=MGS6,hudshow=MGS7

state=1,plrhealthless=65:hudunshow=MGS7,hudshow=MGS8

state=1,plrhealthless=59.5:hudunshow=MGS8,hudshow=MGS9

state=1,plrhealthless=55:hudunshow=MGS9,hudshow=MGS10

state=1,plrhealthless=49.5:hudunshow=MGS10,hudshow=MGS11

state=1,plrhealthless=45:hudunshow=MGS11,hudshow=MGS12

state=1,plrhealthless=39.5:hudunshow=MGS12,hudshow=MGS13

state=1,plrhealthless=34:hudunshow=MGS13,hudshow=MGS14

state=1,plrhealthless=28.5:hudunshow=MGS14,hudshow=MGS15

state=1,plrhealthless=23:hudunshow=MGS15,hudshow=MGS16

state=1,plrhealthless=17.5:hudunshow=MGS16,hudshow=MGS17

state=1,plrhealthless=12:hudunshow=MGS17,hudshow=MGS18

state=1,plrhealthless=6.5:hudunshow=MGS18,hudshow=MGS19

state=1,plrhealthless=1:hudunshow=MGS19,hudshow=MGS20

=====
MGS Health Bar FINISHED
=====
```

</CODE >

SIEGE

Coordinates For Lives Image (SiegeLives-Frags.dds)

X = 9

Y = 6

Coordinates For Lives Numeric (Siege Numeric.dds)

X = 10

Y = 5.5

Coordinates For Health/Ammo Image (SiegeAmmoHealth.dds)

X = 29

Y = 6

Coordinates For Health Numeric (Siege Numeric.dds)

X = 36

Y = 5.5

Coordinates For Ammo Numeric (Siege Numeric.dds)

X = 19

Y = 5.5

FANTASY

Adjust these files within FPS Creator first before injecting the Health Bar Code.

Coordinates For Fantasy Backing (Must be Used as Lives)(BackBar.dds)

X = 50

Y = 93

Coordinates For Fantasy HUD (Must be Used as Health)(Fantasy-HUD.dds)

X = 50

Y = 93

Coordinates For Ammo Image (Ammo Image Template.dds)

X = 53

Y = 93.5

Insert Code Into the setuplevel.fpi file.

<CODE >

```
=====
;Fantasy Health Bar - Place Code Before Fantasy-Backing.dds In Setup Game Menu
;=====

:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth1.dds,hudname=Fantasy1,hudmake=display

:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth2.dds,hudname=Fantasy2,hudhide=1,hudmake=display

:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth3.dds,hudname=Fantasy3,hudhide=1,hudmake=display

:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth4.dds,hudname=Fantasy4,hudhide=1,hudmake=display

:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth5.dds,hudname=Fantasy5,hudhide=1,hudmake=display

:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth6.dds,hudname=Fantasy6,hudhide=1,hudmake=display

:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth7.dds,hudname=Fantasy7,hudhide=1,hudmake=display

:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth8.dds,hudname=Fantasy8,hudhide=1,hudmake=display

:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth9.dds,hudname=Fantasy9,hudhide=1,hudmake=display

:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth10.dds,hudname=Fantasy10,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth11.dds,hudname=Fantasy11,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth12.dds,hudname=Fantasy12,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth13.dds,hudname=Fantasy13,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth14.dds,hudname=Fantasy14,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth15.dds,hudname=Fantasy15,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth16.dds,hudname=Fantasy16,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth17.dds,hudname=Fantasy17,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth18.dds,hudname=Fantasy18,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth19.dds,hudname=Fantasy19,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth20.dds,hudname=Fantasy20,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth21.dds,hudname=Fantasy21,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth22.dds,hudname=Fantasy22,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth23.dds,hudname=Fantasy23,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth24.dds,hudname=Fantasy24,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=33,hudy=93,hudimage=gamecore\huds\Fantasy\FantasyHealth25.dds,hudname=Fantasy25,hudhide=1,hudmake=display
```

```
;=====
```

```
;Fantasy Health Bar FINISHED
```

```
;=====
```

</CODE >

FANTASY

<CODE >

=====

Fantasy Health Bar - Place After Main Game

=====

state=1,plrhealthless=101:hudunshow=Fantasy2,hudshow=Fantasy1

state=1,plrhealthgreater=99:hudunshow=Fantasy2,hudunshow=Fantasy3,hudunshow=Fantasy4,hudunshow=Fantasy5,hudunshow=Fantasy6,hudunshow=Fantasy7,hudunshow=Fantasy8,hudunshow=Fantasy9,hudunshow=Fantasy10,hudunshow=Fantasy11,hudunshow=Fantasy12,hudunshow=Fantasy13,hudunshow=Fantasy14,hudunshow=Fantasy15,hudunshow=Fantasy16,hudunshow=Fantasy17,hudunshow=Fantasy18,hudunshow=Fantasy19,hudunshow=Fantasy20,hudunshow=Fantasy21,hudunshow=Fantasy22,hudunshow=Fantasy23,hudunshow=Fantasy24,hudunshow=Fantasy25,hudshow=Fantasy1

state=1,plrhealthless=96:hudunshow=Fantasy1,hudshow=Fantasy2

state=1,plrhealthless=92:hudunshow=Fantasy2,hudshow=Fantasy3

state=1,plrhealthless=88:hudunshow=Fantasy3,hudshow=Fantasy4

state=1,plrhealthless=84:hudunshow=Fantasy4,hudshow=Fantasy5

state=1,plrhealthless=80:hudunshow=Fantasy5,hudshow=Fantasy6

state=1,plrhealthless=76:hudunshow=Fantasy6,hudshow=Fantasy7

state=1,plrhealthless=72:hudunshow=Fantasy7,hudshow=Fantasy8

state=1,plrhealthless=68:hudunshow=Fantasy8,hudshow=Fantasy9

state=1,plrhealthless=64:hudunshow=Fantasy9,hudshow=Fantasy10

state=1,plrhealthless=60:hudunshow=Fantasy10,hudshow=Fantasy11

state=1,plrhealthless=56:hudunshow=Fantasy11,hudshow=Fantasy12

state=1,plrhealthless=52:hudunshow=Fantasy12,hudshow=Fantasy13

state=1,plrhealthless=48:hudunshow=Fantasy13,hudshow=Fantasy14

state=1,plrhealthless=44:hudunshow=Fantasy14,hudshow=Fantasy15

state=1,plrhealthless=40:hudunshow=Fantasy15,hudshow=Fantasy16

state=1,plrhealthless=36:hudunshow=Fantasy16,hudshow=Fantasy17

state=1,plrhealthless=32:hudunshow=Fantasy17,hudshow=Fantasy18

state=1,plrhealthless=28:hudunshow=Fantasy18,hudshow=Fantasy19

state=1,plrhealthless=24:hudunshow=Fantasy19,hudshow=Fantasy20

state=1,plrhealthless=20:hudunshow=Fantasy20,hudshow=Fantasy21

state=1,plrhealthless=16:hudunshow=Fantasy21,hudshow=Fantasy22

state=1,plrhealthless=12:hudunshow=Fantasy22,hudshow=Fantasy23

state=1,plrhealthless=8:hudunshow=Fantasy23,hudshow=Fantasy24

state=1,plrhealthless=4:hudunshow=Fantasy24,hudshow=Fantasy25

state=1,plrhealthless=1:hudunshow=Fantasy24,hudshow=Fantasy25

;=====

Fantasy Health Bar FINISHED

;=====

</CODE >

GECKO

Coordinates For Lives Image (Gecko-ChooseColor.dds)

X = 17

Y = 15

Coordinates For Lives Numeric (Gecko Numeric.dds)

X = 6

Y = 7

Coordinates For Health Numeric (Gecko Numeric.dds)

X = 17

Y = 20

Coordinates For Ammo Numeric (Gecko Numeric.dds)

X = 17

Y = 24.5

HORROR

Coordinates For Lives Image(Horror.dds)

X = 18

Y = 15

Coordinates For Health Numeric(Horror Numeric.dds)

X = 24

Y = 11.5

Coordinates For Ammo Numeric(Horror Numeric.dds)

X = 24

Y = 23.5



Adjust these files within FPS Creator first before injecting the Health Bar Code.

Coordinates For Lives Numeric(MHW Numeric.dds)

X = 11.5

Y = 84

Coordinates For Ammo Numeric(MHW Numeric.dds)

X = 17

Y = 87.5

Insert Code Into the setuplevel.fpi file.

<CODE >

```
=====
;MHW Health Bar - Place Code Before
:state=0:hudreset,hudx=20,hudy=84,hudimage=,hudmake=display In Setup Game Menu
;=====

:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW1.dds,hudname=MHW1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW2.dds,hudname=MHW2,hudhide=1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW3.dds,hudname=MHW3,hudhide=1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW4.dds,hudname=MHW4,hudhide=1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW5.dds,hudname=MHW5,hudhide=1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW6.dds,hudname=MHW6,hudhide=1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW7.dds,hudname=MHW7,hudhide=1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW8.dds,hudname=MHW8,hudhide=1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW9.dds,hudname=MHW9,hudhide=1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW10.dds,hudname=MHW10,hudhide=1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW11.dds,hudname=MHW11,hudhide=1,hudmake=display
:state=0:hudreset,hudx=20,hudy=84,hudimage=gamecore\huds\MHW\MHW12.dds,hudname=MHW12,hudhide=1,hudmake=display
;=====
;MHW Health Bar FINISHED
;=====
```

</CODE >

MHW

<CODE >

```
=====
;MHW Health Bar - Place After Main Game
;=====

:state=1,plrhealthless=101:hudunshow=MHW2,hudshow=MHW1

:state=1,plrhealthgreater=99:hudunshow=MHW2,hudunshow=MHW3,hudunshow=MHW4,hudunshow=MHW5,hudunshow=MHW6,hudunshow=MHW7,hudunshow=MHW8,hudunshow=MHW9,hudunshow=MHW10,hudunshow=MHW11,hudunshow=MHW12,hudshow=MHW1

:state=1,plrhealthless=98:hudunshow=MHW1,hudshow=MHW2

:state=1,plrhealthless=92:hudunshow=MHW2,hudshow=MHW3

:state=1,plrhealthless=78:hudunshow=MHW3,hudshow=MHW4

:state=1,plrhealthless=64:hudunshow=MHW4,hudshow=MHW5

:state=1,plrhealthless=57:hudunshow=MHW5,hudshow=MHW6

:state=1,plrhealthless=50:hudunshow=MHW6,hudshow=MHW7

:state=1,plrhealthless=43:hudunshow=MHW7,hudshow=MHW8

:state=1,plrhealthless=36:hudunshow=MHW8,hudshow=MHW9

:state=1,plrhealthless=29:hudunshow=MHW9,hudshow=MHW10

:state=1,plrhealthless=15:hudunshow=MHW10,hudshow=MHW11

:state=1,plrhealthless=1:hudunshow=MHW11,hudshow=MHW12

;=====
;MHW Health Bar FINISHED
;=====
```

</CODE >

MODERN

Insert Code Into the setuplevel.fpi file.

<CODE >

```
=====
;Modern Health Bar - Place Code Before Setup Game Menu
=====

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern.dds,hudname=Modern1,hudmake=display

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern2.dds,hudname=Modern2,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern3.dds,hudname=Modern3,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern4.dds,hudname=Modern4,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern5.dds,hudname=Modern5,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern6.dds,hudname=Modern6,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern7.dds,hudname=Modern7,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern8.dds,hudname=Modern8,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern9.dds,hudname=Modern9,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern10.dds,hudname=Modern10,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=84,hudimage=gamecore\huds\Modern\Modern11.dds,hudname=Modern11,hudhide=1,hudmake=display

=====
;Modern Health Bar FINISHED
=====
```

</CODE >

MODERN

<CODE >

```
;=====
;Modern Health Bar - Place After Main Game
;=====

:state=1,plrhealthless=101:hudunshow=Modern2,hudshow=Modern1

:state=1,plrhealthgreater=99:hudunshow=Modern2,hudunshow=Modern3,hudunshow=Modern4,hudunshow=Modern5,hudunshow=Modern6,
hudunshow=Modern7,hudunshow=Modern8,hudunshow=Modern9,hudunshow=Modern10,hudunshow=Modern11,hudshow=MHW1

:state=1,plrhealthless=98:hudunshow=Modern1,hudshow=Modern2

:state=1,plrhealthless=86:hudunshow=Modern2,hudshow=Modern3

:state=1,plrhealthless=74:hudunshow=Modern3,hudshow=Modern4

:state=1,plrhealthless=62:hudunshow=Modern4,hudshow=Modern5

:state=1,plrhealthless=50:hudunshow=Modern5,hudshow=Modern6

:state=1,plrhealthless=38:hudunshow=Modern6,hudshow=Modern7

:state=1,plrhealthless=36:hudunshow=Modern7,hudshow=Modern8

:state=1,plrhealthless=24:hudunshow=Modern8,hudshow=Modern9

:state=1,plrhealthless=12:hudunshow=Modern9,hudshow=Modern10

:state=1,plrhealthless=1:hudunshow=Modern10,hudshow=Modern11

;=====
;Modern Health Bar FINISHED
;=====
```

</CODE >

PIRATE

Coordinates For Lives Image (Pirate.dds)

X = 24

Y = 75

Coordinates For Health Numeric (Pirate Numeric.dds)

X = 9

Y = 77

Coordinates For Ammo Numeric (Pirate Numeric.dds)

X = 33

Y = 78

RING

Insert Code Into the setuplevel.fpi file.

<CODE >

```

;=====

;Ring Health Bar - Place Code Before Setup Game Menu

;=====

:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring1.dds,hudname=Ring1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring2.dds,hudname=Ring2,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring3.dds,hudname=Ring3,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring4.dds,hudname=Ring4,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring5.dds,hudname=Ring5,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring6.dds,hudname=Ring6,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring7.dds,hudname=Ring7,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring8.dds,hudname=Ring8,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring9.dds,hudname=Ring9,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring10.dds,hudname=Ring10,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring11.dds,hudname=Ring11,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring12.dds,hudname=Ring12,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring13.dds,hudname=Ring13,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring14.dds,hudname=Ring14,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring15.dds,hudname=Ring15,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring16.dds,hudname=Ring16,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring17.dds,hudname=Ring17,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring18.dds,hudname=Ring18,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring19.dds,hudname=Ring19,hudhide=1,hudmake=display
:state=0:hudreset,hudx=50,hudy=7,hudimage=gamecore\huds\Ring\Ring20.dds,hudname=Ring20,hudhide=1,hudmake=display

;=====

;Ring Health Bar FINISHED

;=====
```

</CODE >

RING

<CODE >

```
=====
;
Ring Health Bar - Place After Main Game
;
=====

:state=1,plrhealthless=101:hudunshow=Ring2,hudshow=Ring1

:state=1,plrhealthgreater=99:hudunshow=Ring2,hudunshow=Ring3,hudunshow=Ring4,hudunshow=Ring5,hudunshow=Ring6,hudunshow=
Ring7,hudunshow=Ring8,hudunshow=Ring9,hudunshow=Ring10,hudunshow=Ring11,hudunshow=Ring12,hudunshow=Ring13,hudunshow
=Ring14,hudunshow=Ring15,hudunshow=Ring16,hudunshow=Ring17,hudunshow=Ring18,hudunshow=Ring19,hudunshow=Ring20,hudsh
ow=Ring1

:state=1,plrhealthless=95:hudunshow=Ring1,hudshow=Ring2

:state=1,plrhealthless=89.5:hudunshow=Ring2,hudshow=Ring3

:state=1,plrhealthless=85:hudunshow=Ring3,hudshow=Ring4

:state=1,plrhealthless=79.5:hudunshow=Ring4,hudshow=Ring5

:state=1,plrhealthless=75:hudunshow=Ring5,hudshow=Ring6

:state=1,plrhealthless=69.5:hudunshow=Ring6,hudshow=Ring7

:state=1,plrhealthless=65:hudunshow=Ring7,hudshow=Ring8

:state=1,plrhealthless=59.5:hudunshow=Ring8,hudshow=Ring9

:state=1,plrhealthless=55:hudunshow=Ring9,hudshow=Ring10

:state=1,plrhealthless=49.5:hudunshow=Ring10,hudshow=Ring11

:state=1,plrhealthless=45:hudunshow=Ring11,hudshow=Ring12

:state=1,plrhealthless=39.5:hudunshow=Ring12,hudshow=Ring13

:state=1,plrhealthless=34:hudunshow=Ring13,hudshow=Ring14

:state=1,plrhealthless=28.5:hudunshow=Ring14,hudshow=Ring15

:state=1,plrhealthless=23:hudunshow=Ring15,hudshow=Ring16

:state=1,plrhealthless=17.5:hudunshow=Ring16,hudshow=Ring17

:state=1,plrhealthless=12:hudunshow=Ring17,hudshow=Ring18

:state=1,plrhealthless=6.5:hudunshow=Ring18,hudshow=Ring19

:state=1,plrhealthless=1:hudunshow=Ring19,hudshow=Ring20

;
=====
;
Ring Health Bar FINISHED
;
=====
```

</CODE >

SCI-FI

Adjust these files within FPS Creator first before injecting the Health Bar Code.

Coordinates For Lives Image (Sci-Fi.dds)

X = 23

Y = 79

Coordinates For Ammo Numeric (Scifi Numeric.dds)

X = 7

Y = 92

Insert Code Into the setuplevel.fpi file.

<CODE >

```
;=====
;Sci Fi Health Bar - Place Code Before Setup Game Menu
;=====

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth1.dds,hudname=Sci-Fi1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth2.dds,hudname=Sci-Fi2,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth3.dds,hudname=Sci-Fi3,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth4.dds,hudname=Sci-Fi4,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth5.dds,hudname=Sci-Fi5,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth6.dds,hudname=Sci-Fi6,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth7.dds,hudname=Sci-Fi7,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth8.dds,hudname=Sci-Fi8,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth9.dds,hudname=Sci-Fi9,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth10.dds,hudname=Sci-Fi10,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth11.dds,hudname=Sci-Fi11,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth12.dds,hudname=Sci-Fi12,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth13.dds,hudname=Sci-Fi13,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth14.dds,hudname=Sci-Fi14,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth15.dds,hudname=Sci-Fi15,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth16.dds,hudname=Sci-Fi16,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth17.dds,hudname=Sci-Fi17,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth18.dds,hudname=Sci-Fi18,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth19.dds,hudname=Sci-Fi19,hudhide=1,hudmake=display
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi\Sci-FiHealth20.dds,hudname=Sci-Fi20,hudhide=1,hudmake=display
```

=====

Sci Fi Health Bar FINISHED

=====

</CODE >

Sci-Fi

<CODE >

```
=====
Sci Fi Health Bar - Place After Main Game
=====

:state=1,plrhealthless=101:hudunshow=Sci-Fi2,hudshow=Sci-Fi1

:state=1,plrhealthgreater=99:hudunshow=Sci-Fi2,hudunshow=Sci-Fi3,hudunshow=Sci-Fi4,hudunshow=Sci-Fi5,hudunshow=Sci-
Fi6,hudunshow=Sci-Fi7,hudunshow=Sci-Fi8,hudunshow=Sci-Fi9,hudunshow=Sci-Fi10,hudunshow=Sci-Fi11,hudunshow=Sci-
Fi12,hudunshow=Sci-Fi13,hudunshow=Sci-Fi14,hudunshow=Sci-Fi15,hudunshow=Sci-Fi16,hudunshow=Sci-Fi17,hudunshow=Sci-
Fi18,hudunshow=Sci-Fi19,hudunshow=Sci-Fi20,hudshow=Sci-Fi1

:state=1,plrhealthless=95:hudunshow=Sci-Fi1,hudshow=Sci-Fi2

:state=1,plrhealthless=89.5:hudunshow=Sci-Fi2,hudshow=Sci-Fi3

:state=1,plrhealthless=85:hudunshow=Sci-Fi3,hudshow=Sci-Fi4

:state=1,plrhealthless=79.5:hudunshow=Sci-Fi4,hudshow=Sci-Fi5

:state=1,plrhealthless=75:hudunshow=Sci-Fi5,hudshow=Sci-Fi6

:state=1,plrhealthless=69.5:hudunshow=Sci-Fi6,hudshow=Sci-Fi7

:state=1,plrhealthless=65:hudunshow=Sci-Fi7,hudshow=Sci-Fi8

:state=1,plrhealthless=59.5:hudunshow=Sci-Fi8,hudshow=Sci-Fi9

:state=1,plrhealthless=55:hudunshow=Sci-Fi9,hudshow=Sci-Fi10

:state=1,plrhealthless=49.5:hudunshow=Sci-Fi10,hudshow=Sci-Fi11

:state=1,plrhealthless=45:hudunshow=Sci-Fi11,hudshow=Sci-Fi12

:state=1,plrhealthless=39.5:hudunshow=Sci-Fi12,hudshow=Sci-Fi13

:state=1,plrhealthless=34:hudunshow=Sci-Fi13,hudshow=Sci-Fi14

:state=1,plrhealthless=28.5:hudunshow=Sci-Fi14,hudshow=Sci-Fi15

:state=1,plrhealthless=23:hudunshow=Sci-Fi15,hudshow=Sci-Fi16

:state=1,plrhealthless=17.5:hudunshow=Sci-Fi16,hudshow=Sci-Fi17

:state=1,plrhealthless=12:hudunshow=Sci-Fi17,hudshow=Sci-Fi18

:state=1,plrhealthless=6.5:hudunshow=Sci-Fi18,hudshow=Sci-Fi19

:state=1,plrhealthless=1:hudunshow=Sci-Fi19,hudshow=Sci-Fi20
=====
Sci Fi Health Bar FINISHED
=====
```

</CODE >

Sci-Fi 2

Adjust these files within FPS Creator first before injecting the Health Bar Code.

Coordinates For Health Numeric (Scifi Numeric 2.dds)

X = 17

Y = 84.5

Coordinates For Ammo Numeric (Scifi Numeric 2.dds)

X = 17

Y = 90

Insert Code Into the setuplevel.fpi file.

<CODE >

```
;=====
;Sci Fi Health Bar - Place Code Before
;state=0:hudreset,hudx=16,hudy=87,hudimage=,hudmake=display in Setup Game Menu
;=====

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 1.dds,hudname=Sci-Fi2 - 1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 2.dds,hudname=Sci-Fi2 - 2,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 3.dds,hudname=Sci-Fi2 - 3,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 4.dds,hudname=Sci-Fi2 - 4,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 5.dds,hudname=Sci-Fi2 - 5,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 6.dds,hudname=Sci-Fi2 - 6,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 7.dds,hudname=Sci-Fi2 - 7,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 8.dds,hudname=Sci-Fi2 - 8,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 9.dds,hudname=Sci-Fi2 - 9,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 10.dds,hudname=Sci-Fi2 -
10,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 11.dds,hudname=Sci-Fi2 -
11,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 12.dds,hudname=Sci-Fi2 -
12,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 13.dds,hudname=Sci-Fi2 -
13,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 14.dds,hudname=Sci-Fi2 -
14,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 15.dds,hudname=Sci-Fi2 -
15,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 16.dds,hudname=Sci-Fi2 -
16,hudhide=1,hudmake=display
```



```
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 17.dds,hudname=Sci-Fi2 -  
17,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 18.dds,hudname=Sci-Fi2 -  
18,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 19.dds,hudname=Sci-Fi2 -  
19,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=16,hudy=87,hudimage=gamecore\huds\Sci Fi 2\Sci Fi 2 - 20.dds,hudname=Sci-Fi2 -  
20,hudhide=1,hudmake=display
```

```
=====
```

Sci Fi Health Bar FINISHED

```
=====
```

</CODE >

Sci-Fi 2

<CODE >

```
;=====

,Sci Fi Health Bar - Place After Main Game

;=====

:state=1,plrhealthless=101:hudunshow=Sci-Fi2 - 2,hudshow=Sci-Fi2 - 1

:state=1,plrhealthgreater=99:hudunshow=Sci-Fi2 - 2,hudunshow=Sci-Fi2 - 3,hudunshow=Sci-Fi2 - 4,hudunshow=Sci-Fi2 - 5,hudunshow=Sci-Fi2 - 6,hudunshow=Sci-Fi2 - 7,hudunshow=Sci-Fi2 - 8,hudunshow=Sci-Fi2 - 9,hudunshow=Sci-Fi2 - 10,hudunshow=Sci-Fi2 - 11,hudunshow=Sci-Fi2 - 12,hudunshow=Sci-Fi2 - 13,hudunshow=Sci-Fi2 - 14,hudunshow=Sci-Fi2 - 15,hudunshow=Sci-Fi2 - 16,hudunshow=Sci-Fi2 - 17,hudunshow=Sci-Fi2 - 18,hudunshow=Sci-Fi2 - 19,hudunshow=Sci-Fi2 - 20,hudshow=Sci-Fi2 - 1

:state=1,plrhealthless=95:hudunshow=Sci-Fi2 - 1,hudshow=Sci-Fi2 - 2

:state=1,plrhealthless=89.5:hudunshow=Sci-Fi2 - 2,hudshow=Sci-Fi2 - 3

:state=1,plrhealthless=85:hudunshow=Sci-Fi2 - 3,hudshow=Sci-Fi2 - 4

:state=1,plrhealthless=79.5:hudunshow=Sci-Fi2 - 4,hudshow=Sci-Fi2 - 5

:state=1,plrhealthless=75:hudunshow=Sci-Fi2 - 5,hudshow=Sci-Fi2 - 6

:state=1,plrhealthless=69.5:hudunshow=Sci-Fi2 - 6,hudshow=Sci-Fi2 - 7

:state=1,plrhealthless=65:hudunshow=Sci-Fi2 - 7,hudshow=Sci-Fi2 - 8

:state=1,plrhealthless=59.5:hudunshow=Sci-Fi2 - 8,hudshow=Sci-Fi2 - 9

:state=1,plrhealthless=55:hudunshow=Sci-Fi2 - 9,hudshow=Sci-Fi2 - 10

:state=1,plrhealthless=49.5:hudunshow=Sci-Fi2 - 10,hudshow=Sci-Fi2 - 11

:state=1,plrhealthless=45:hudunshow=Sci-Fi2 - 11,hudshow=Sci-Fi2 - 12

:state=1,plrhealthless=39.5:hudunshow=Sci-Fi2 - 12,hudshow=Sci-Fi2 - 13

:state=1,plrhealthless=34:hudunshow=Sci-Fi2 - 13,hudshow=Sci-Fi2 - 14

:state=1,plrhealthless=28.5:hudunshow=Sci-Fi2 - 14,hudshow=Sci-Fi2 - 15

:state=1,plrhealthless=23:hudunshow=Sci-Fi2 - 15,hudshow=Sci-Fi2 - 16

:state=1,plrhealthless=17.5:hudunshow=Sci-Fi2 - 16,hudshow=Sci-Fi2 - 17

:state=1,plrhealthless=12:hudunshow=Sci-Fi2 - 17,hudshow=Sci-Fi2 - 18

:state=1,plrhealthless=6.5:hudunshow=Sci-Fi2 - 18,hudshow=Sci-Fi2 - 19

:state=1,plrhealthless=1:hudunshow=Sci-Fi2 - 19,hudshow=Sci-Fi2 - 20

;=====

,Sci Fi Health Bar FINISHED

;=====
```

</CODE >

Sci-Fi 3

Adjust these files within FPS Creator first before injecting the Health Bar Code.

Coordinates For Ammo Numeric (Scifi 3 Numeric.dds)

X = 11

Y = 90.5

Insert Code Into the setuplevel.fpi file.

<CODE >

```
;=====
;Sci Fi 3 Health Bar - Place Code Before Setup Game Menu
;=====

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 1.dds,hudname=Sci-Fi3 - 1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 2.dds,hudname=Sci-Fi3 - 2,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 3.dds,hudname=Sci-Fi3 - 3,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 4.dds,hudname=Sci-Fi3 - 4,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 5.dds,hudname=Sci-Fi3 - 5,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 6.dds,hudname=Sci-Fi3 - 6,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 7.dds,hudname=Sci-Fi3 - 7,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 8.dds,hudname=Sci-Fi3 - 8,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 9.dds,hudname=Sci-Fi3 - 9,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 10.dds,hudname=Sci-Fi3 -
10,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 11.dds,hudname=Sci-Fi3 -
11,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 12.dds,hudname=Sci-Fi3 -
12,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 13.dds,hudname=Sci-Fi3 -
13,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 14.dds,hudname=Sci-Fi3 -
14,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 15.dds,hudname=Sci-Fi3 -
15,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 16.dds,hudname=Sci-Fi3 -
16,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 17.dds,hudname=Sci-Fi3 -
17,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 18.dds,hudname=Sci-Fi3 -
18,hudhide=1,hudmake=display

:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 19.dds,hudname=Sci-Fi3 -
19,hudhide=1,hudmake=display
```

```
:state=0:hudreset,hudx=16,hudy=91,hudimage=gamecore\huds\Sci Fi 3\Sci Fi 3 - 20.dds,hudname=Sci-Fi3 -  
20,hudhide=1,hudmake=display
```

```
;=====
```

```
,Sci Fi 3 Health Bar FINISHED
```

```
;=====
```

</CODE >

SCI-FI 3

<CODE >

```
=====
,Sci Fi 3 Health Bar - Place After Main Game
=====

:state=1,plrhealthless=101:hudunshow=Sci-Fi3 - 2,hudshow=Sci-Fi3 - 1

:state=1,plrhealthgreater=99:hudunshow=Sci-Fi3 - 2,hudunshow=Sci-Fi3 - 3,hudunshow=Sci-Fi3 - 4,hudunshow=Sci-Fi3 - 5,hudunshow=Sci-Fi3 - 6,hudunshow=Sci-Fi3 - 7,hudunshow=Sci-Fi3 - 8,hudunshow=Sci-Fi3 - 9,hudunshow=Sci-Fi3 - 10,hudunshow=Sci-Fi3 - 11,hudunshow=Sci-Fi3 - 12,hudunshow=Sci-Fi3 - 13,hudunshow=Sci-Fi3 - 14,hudunshow=Sci-Fi3 - 15,hudunshow=Sci-Fi3 - 16,hudunshow=Sci-Fi3 - 17,hudunshow=Sci-Fi3 - 18,hudunshow=Sci-Fi3 - 19,hudunshow=Sci-Fi3 - 20,hudshow=Sci-Fi3 - 1

:state=1,plrhealthless=95:hudunshow=Sci-Fi3 - 1,hudshow=Sci-Fi3 - 2

:state=1,plrhealthless=89.5:hudunshow=Sci-Fi3 - 2,hudshow=Sci-Fi3 - 3

:state=1,plrhealthless=85:hudunshow=Sci-Fi3 - 3,hudshow=Sci-Fi3 - 4

:state=1,plrhealthless=79.5:hudunshow=Sci-Fi3 - 4,hudshow=Sci-Fi3 - 5

:state=1,plrhealthless=75:hudunshow=Sci-Fi3 - 5,hudshow=Sci-Fi3 - 6

:state=1,plrhealthless=69.5:hudunshow=Sci-Fi3 - 6,hudshow=Sci-Fi3 - 7

:state=1,plrhealthless=65:hudunshow=Sci-Fi3 - 7,hudshow=Sci-Fi3 - 8

:state=1,plrhealthless=59.5:hudunshow=Sci-Fi3 - 8,hudshow=Sci-Fi3 - 9

:state=1,plrhealthless=55:hudunshow=Sci-Fi3 - 9,hudshow=Sci-Fi3 - 10

:state=1,plrhealthless=49.5:hudunshow=Sci-Fi3 - 10,hudshow=Sci-Fi3 - 11

:state=1,plrhealthless=45:hudunshow=Sci-Fi3 - 11,hudshow=Sci-Fi3 - 12

:state=1,plrhealthless=39.5:hudunshow=Sci-Fi3 - 12,hudshow=Sci-Fi3 - 13

:state=1,plrhealthless=34:hudunshow=Sci-Fi3 - 13,hudshow=Sci-Fi3 - 14

:state=1,plrhealthless=28.5:hudunshow=Sci-Fi3 - 14,hudshow=Sci-Fi3 - 15

:state=1,plrhealthless=23:hudunshow=Sci-Fi3 - 15,hudshow=Sci-Fi3 - 16

:state=1,plrhealthless=17.5:hudunshow=Sci-Fi3 - 16,hudshow=Sci-Fi3 - 17

:state=1,plrhealthless=12:hudunshow=Sci-Fi3 - 17,hudshow=Sci-Fi3 - 18

:state=1,plrhealthless=6.5:hudunshow=Sci-Fi3 - 18,hudshow=Sci-Fi3 - 19

:state=1,plrhealthless=1:hudunshow=Sci-Fi3 - 19,hudshow=Sci-Fi3 - 20

=====
,Sci Fi 3 Health Bar FINISHED
=====
```

</CODE >

SKREW EYE

Insert Code Into the setuplevel.fpi file.

<CODE >

```
;=====
;Skew Eye Health Bar - Place Code Before Setup Game Menu
;=====

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 1.dds,hudname=Skew Eye 1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 2.dds,hudname=Skew Eye
2,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 3.dds,hudname=Skew Eye
3,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 4.dds,hudname=Skew Eye
4,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 5.dds,hudname=Skew Eye
5,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 6.dds,hudname=Skew Eye
6,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 7.dds,hudname=Skew Eye
7,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 8.dds,hudname=Skew Eye
8,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 9.dds,hudname=Skew Eye
9,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 10.dds,hudname=Skew Eye
10,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 11.dds,hudname=Skew Eye
11,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 12.dds,hudname=Skew Eye
12,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 13.dds,hudname=Skew Eye
13,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 14.dds,hudname=Skew Eye
14,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 15.dds,hudname=Skew Eye
15,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 16.dds,hudname=Skew Eye
16,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 17.dds,hudname=Skew Eye
17,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 18.dds,hudname=Skew Eye
18,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 19.dds,hudname=Skew Eye
19,hudhide=1,hudmake=display

:state=0:hudreset,hudx=10,hudy=75,hudimage=gamecore\huds\Skew Eye\Skew Eye 20.dds,hudname=Skew Eye
20,hudhide=1,hudmake=display
```

```
;=====
;Skew Eye Health Bar FINISHED
;=====
```

</CODE >

SKREW EYE

<CODE >

```
;=====
;Skew Eye Health Bar - Place After Main Game
;=====

:state=1,plrhealthless=101:hudunshow=Skew Eye 2,hudshow=Skew Eye 1

:state=1,plrhealthgreater=99:hudunshow=Skew Eye 2,hudunshow=Skew Eye 3,hudunshow=Skew Eye 4,hudunshow=Skew Eye
5,hudunshow=Skew Eye 6,hudunshow=Skew Eye 7,hudunshow=Skew Eye 8,hudunshow=Skew Eye 9,hudunshow=Skew Eye
10,hudunshow=Skew Eye 11,hudunshow=Skew Eye 12,hudunshow=Skew Eye 13,hudunshow=Skew Eye 14,hudunshow=Skew Eye
15,hudunshow=Skew Eye 16,hudunshow=Skew Eye 17,hudunshow=Skew Eye 18,hudunshow=Skew Eye 19,hudunshow=Skew Eye
20,hudshow=Skew Eye 1

:state=1,plrhealthless=95:hudunshow=Skew Eye 1,hudshow=Skew Eye 2

:state=1,plrhealthless=89.5:hudunshow=Skew Eye 2,hudshow=Skew Eye 3

:state=1,plrhealthless=85:hudunshow=Skew Eye 3,hudshow=Skew Eye 4

:state=1,plrhealthless=79.5:hudunshow=Skew Eye 4,hudshow=Skew Eye 5

:state=1,plrhealthless=75:hudunshow=Skew Eye 5,hudshow=Skew Eye 6

:state=1,plrhealthless=69.5:hudunshow=Skew Eye 6,hudshow=Skew Eye 7

:state=1,plrhealthless=65:hudunshow=Skew Eye 7,hudshow=Skew Eye 8

:state=1,plrhealthless=59.5:hudunshow=Skew Eye 8,hudshow=Skew Eye 9

:state=1,plrhealthless=55:hudunshow=Skew Eye 9,hudshow=Skew Eye 10

:state=1,plrhealthless=49.5:hudunshow=Skew Eye 10,hudshow=Skew Eye 11

:state=1,plrhealthless=45:hudunshow=Skew Eye 11,hudshow=Skew Eye 12

:state=1,plrhealthless=39.5:hudunshow=Skew Eye 12,hudshow=Skew Eye 13

:state=1,plrhealthless=34:hudunshow=Skew Eye 13,hudshow=Skew Eye 14

:state=1,plrhealthless=28.5:hudunshow=Skew Eye 14,hudshow=Skew Eye 15

:state=1,plrhealthless=23:hudunshow=Skew Eye 15,hudshow=Skew Eye 16

:state=1,plrhealthless=17.5:hudunshow=Skew Eye 16,hudshow=Skew Eye 17

:state=1,plrhealthless=12:hudunshow=Skew Eye 17,hudshow=Skew Eye 18

:state=1,plrhealthless=6.5:hudunshow=Skew Eye 18,hudshow=Skew Eye 19

:state=1,plrhealthless=1:hudunshow=Skew Eye 19,hudshow=Skew Eye 20

;=====
;Skew Eye Health Bar FINISHED
;=====
```

</CODE >

UNREAL

Coordinates For Lives Image (UnrealFrag-Lives-Health.dds)

X = 23

Y = 8

Coordinates For Lives Numeric (Unreal Numeric.dds)

X = 33.5

Y = 8

Coordinates For Health Image (UnrealAmmo.dds)

X = 56

Y = 8

Coordinates For Health Numeric (Unreal Numeric.dds)

X = 12

Y = 7.5

Coordinates For Ammo Numeric (Unreal Numeric.dds)

X = 56

Y = 8

INFORMATION

License:

FPS-Files Professional HUD Pack 4 can be used for both commercial and non-commercial games. It can be used outside of FPS Creator and no credit is required in your games.

FPS-Files does **NOT** permit you redistribute this pack by any means other than in games or applications.

FPS-Files does permit you to enjoy this pack 😊

Support:

If you are having complications with this pack please email us at sales@fps-files.com

Please be specific on your problems so we can give you specific answers.