

# Chat Colors

Chat colors are hardcoded values stored in the game executable as follows:

## Chat Name Color

This is stored at `0x003D745E` in `elementclient.exe`. It is not hardcoded as a string but as the raw ARGB value, `8ADCFFFF` in little endian. `8ADCFFFF` is the default chat name color, `FFFD8A`.

## Player Usable Chats

```
int commonChatOffset = 0x0067C4BB;    // Common Chat[]Default Color: ^FFFFFF
int partyChatOffset = 0x0067C4CB;    // Party Chat[]Default Color: ^00FF00
int whisperChatOffset = 0x0067E983;   // Whisper Chat []Default Color: ^FF7FFF
int allianceChatOffset = 0x0067E993;  // Alliance Chat[]Default Color: ^00FFFF
int clanChatOffset = 0x0067E943;      // Clan Chat[]Default Color: ^14A9FF
int worldChatOffset = 0x0067E9A3;     // World Chat[]Default Color: ^FFFF00
int superChatOffset = 0x0067E933;     // Super Chat[]Default Color: ^A900C7
```

## Non-Player Chats

```
int broadcastChatOffset = 0x0067C4AB; // Broadcast Chat[]Default Color: ^FF0000
int otherChatOffset = 0x0067E953;    // Other Chat[]Default Color: ^B680FF
int damageChatOffset = 0x0067E973;   // Damage Chat[]Default Color: ^FFAE00
int systemChatOffset = 0x0067E963;   // System Chat[]Default Color: ^FF7F00
```

## Example C# For Programmatic Editing

```
using System.Text;

namespace chatColorChanger
{
    class Program
    {
```

```
static void Main(string[] args)
{
    using (BinaryWriter writer = new BinaryWriter(File.Open(args[0], FileMode.Open, FileAccess.ReadWrite)))
    {
        // player usable chats
        int commonChatOffset = 0x0067C4BB; // Common Chat Default Color: ^FFFFFF
        writer.Seek(commonChatOffset, SeekOrigin.Begin); //move your cursor to the position
        writer.Write(Encoding.BigEndianUnicode.GetBytes("^00fcda")); //write new color
    }
}
```

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Revision #8

Created 4 May 2024 14:01:21 by Admin

Updated 29 April 2025 23:05:57 by Admin