

Chat Colors

Chat colors are stored as hex as follows:

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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