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, `FFFFDC8A`.

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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