Monster Health Bars

Location: element\interfaces.pck.files\interfaces

> *Warning: Issue still of not showing percentage still remains with the boss "Red-Horn Ape" and anything you may clone using this specific mob.*

Files that need to be edited to add monster percentages:
targetmonster.xml
targetmonster01.xml
targetmonster02.xml
targetmonster03.xml
targetmonster04.xml

Note: Adjust X and Y coordinates as needed to make sure the percentage fits into the bar properly.

Difference (in Example):
<LABEL Name="Txt_Hp" x="90" y="24">
<Text String="100%" FontName="□□□□□□□ " FontSize="8" Shadow="100" Bold="true" OutlineColor="0,0,0,0" TextUpperColor="0,0,0,0" TextLowerColor="0,0,0,0"/>
</LABEL>

Original:

targetmonster.xml

```
<DIALOG Name="Win_TargetMonster" Width="179" Height="55" CanMove="false">
    <IMAGEPICTURE Name="Img_Back" x="10" Width="159" Height="37">
        <Resource>
            <FrameImage FileName="Window\Target20.tga"/>
        </Resource>
    </IMAGEPICTURE>
    <LABEL Name="Txt_Name" x="89" y="6" Align="1">
        <Text String="Name" FontName="方正細黑一简体" FontSize="11" Shadow="100" Bold="true" OutlineColor="0,0,0,0" TextUpperColor="0,0,0,0" TextLowerColor="0,0,0,0"/>
    </LABEL>
    <PROGRESS Name="Prg_HP" x="27" y="26" Width="124" Height="8">
        <Resource>
            <FillImage FileName="progress\Pro_Mon.tga"/>
        </Resource>
    </PROGRESS>
    <IMAGEPICTURE Name="st_1" x="26" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_2" x="42" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_3" x="58" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_4" x="74" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_5" x="90" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_6" x="106" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_7" x="122" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_8" x="138" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="Img_Race" x="157" y="16" Width="21" Height="21">
        <Resource>
            <FrameImage FileName="ICON\race.tga" Frames="10"/>
        </Resource>
    </IMAGEPICTURE>
    <STILLIMAGEBUTTON Name="Btn_Link" y="15" Width="22" Height="22" Command="link">
        <Text FontName="方正細黑一简体" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="button\Btn_drop.tga"/>
            <FrameDownImage FileName="button\Btn_drop_down.tga"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <IMAGEPICTURE Name="image_catch" x="132" y="26" Width="36" Height="36">
        <Resource>
            <FrameImage FileName="button\pet_catch.tga" Frames="3"/>
        </Resource>
    </IMAGEPICTURE>
</DIALOG>
```

Edited:

targetmonster.xml targetmonster.xml

```
<DIALOG Name="Win_TargetMonster" Width="179" Height="55" CanMove="false">
    <IMAGEPICTURE Name="Img_Back" x="10" Width="155" Height="37">
        <Resource>
            <FrameImage FileName="Window\Target20.tga"/>
        </Resource>
    </IMAGEPICTURE>
    <LABEL Name="Txt_Name" x="89" y="6" Align="1">
        <Text String="Name" FontName="方正细黑一简体" FontSize="11" Shadow="100" Bold="true" OutlineColor="0,0,0,0" TextUpperColor="0,0,0,0" TextLowerColor="0,0,0,0"/>
    </LABEL>
    <PROGRESS Name="Prg_HP" x="27" y="26" Width="124" Height="8">
        <Resource>
            <FillImage FileName="progress\Pro_Mon.tga"/>
        </Resource>
    </PROGRESS>
    <LABEL Name="Txt_Hp" x="90" y="24">
        <Text String="100%" FontName="方正细黑一简体" FontSize="8" Shadow="100" Bold="true" OutlineColor="0,0,0,0" TextUpperColor="0,0,0,0" TextLowerColor="0,0,0,0"/>
    </LABEL>
    <IMAGEPICTURE Name="st_1" x="26" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_2" x="42" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_3" x="58" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_4" x="74" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_5" x="90" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_6" x="106" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_7" x="122" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="st_8" x="138" y="39" Width="16" Height="16"/>
    <IMAGEPICTURE Name="Img_Race" x="157" y="16" Width="21" Height="21">
        <Resource>
            <FrameImage FileName="ICON\race.tga" Frames="10"/>
        </Resource>
    </IMAGEPICTURE>
    <STILLIMAGEBUTTON Name="Btn_Link" y="15" Width="22" Height="22" Command="link">
        <Text FontName="方正细黑一简体" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="button\Btn_drop.tga"/>
            <FrameDownImage FileName="button\Btn_drop_down.tga"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <IMAGEPICTURE Name="image_catch" x="132" y="26" Width="36" Height="36">
        <Resource>
            <FrameImage FileName="button\pet_catch.tga" Frames="3"/>
        </Resource>
    </IMAGEPICTURE>
</DIALOG>

```

Make sure to edit all monster .xml files.

Revision #3
Created 2024-03-09 19:59:38 UTC by Arima
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