

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

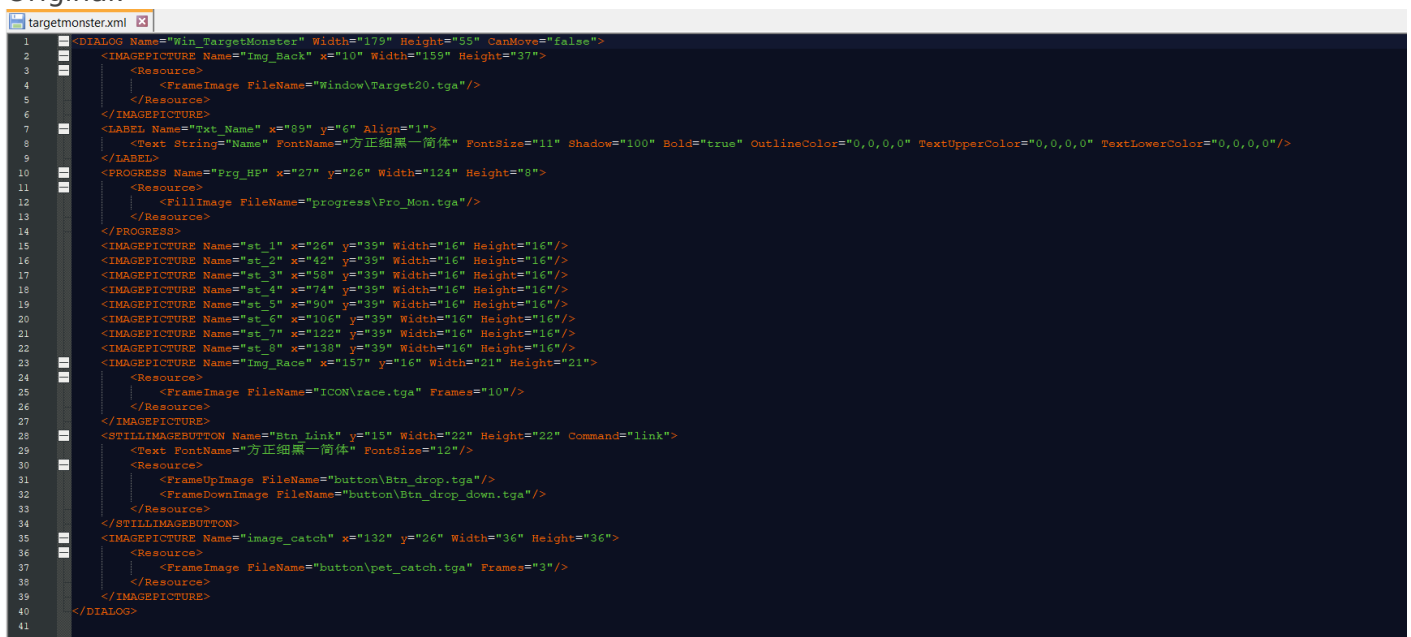
targetmonster04.xml

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:



```
1 <!-- targetmonster.xml -->
2 <!-- DIALOG Name="Win_TargetMonster" Width="179" Height="55" CanMove="false">
3     <!-- IMAGEPICTURE Name="img_Back" x="10" Width="159" Height="37">
4         <Resource>
5             <FrameImage FileName="Window\Target20.tga"/>
6         </Resource>
7     </IMAGEPICTURE>
8     <!-- LABEL Name="Txt_Name" x="89" y="6" Align="1">
9         <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"/>
10    </LABEL>
11    <!-- PROGRESS Name="Prg_HP" x="27" y="26" Width="124" Height="8">
12        <Resource>
13            <FillImage FileName="progress\Pro_Mon.tga"/>
14        </Resource>
15    </PROGRESS>
16    <!-- IMAGEPICTURE Name="st_1" x="26" y="39" Width="16" Height="16"/>
17    <!-- IMAGEPICTURE Name="st_2" x="42" y="39" Width="16" Height="16"/>
18    <!-- IMAGEPICTURE Name="st_3" x="58" y="39" Width="16" Height="16"/>
19    <!-- IMAGEPICTURE Name="st_4" x="74" y="39" Width="16" Height="16"/>
20    <!-- IMAGEPICTURE Name="st_5" x="90" y="39" Width="16" Height="16"/>
21    <!-- IMAGEPICTURE Name="st_6" x="106" y="39" Width="16" Height="16"/>
22    <!-- IMAGEPICTURE Name="st_7" x="122" y="39" Width="16" Height="16"/>
23    <!-- IMAGEPICTURE Name="st_8" x="138" y="39" Width="16" Height="16"/>
24    <!-- IMAGEPICTURE Name="img_Race" x="157" y="16" Width="21" Height="21">
25        <Resource>
26            <FrameImage FileName="ICON\race.tga" Frames="10"/>
27        </Resource>
28    </IMAGEPICTURE>
29    <!-- STILLIMAGEBUTTON Name="Btn_Link" y="15" Width="22" Height="22" Command="link">
30        <Text FontName="方正细黑一简体" FontSize="12"/>
31        <Resource>
32            <FrameUpImage FileName="button\Btn_drop.tga"/>
33            <FrameDownImage FileName="button\Btn_drop_down.tga"/>
34        </Resource>
35    </STILLIMAGEBUTTON>
36    <!-- IMAGEPICTURE Name="image_catch" x="132" y="26" Width="36" Height="36">
37        <Resource>
38            <FrameImage FileName="button\pet_catch.tga" Frames="3"/>
39        </Resource>
40    </IMAGEPICTURE>
41 </DIALOG>
```

Edited:

```
targetmonster.xml targetmonster.xml
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```

Make sure to edit all monster .xml files.

Revision #3

Created 9 March 2024 19:59:38 by Arima

Updated 25 May 2024 02:26:34 by Admin