

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

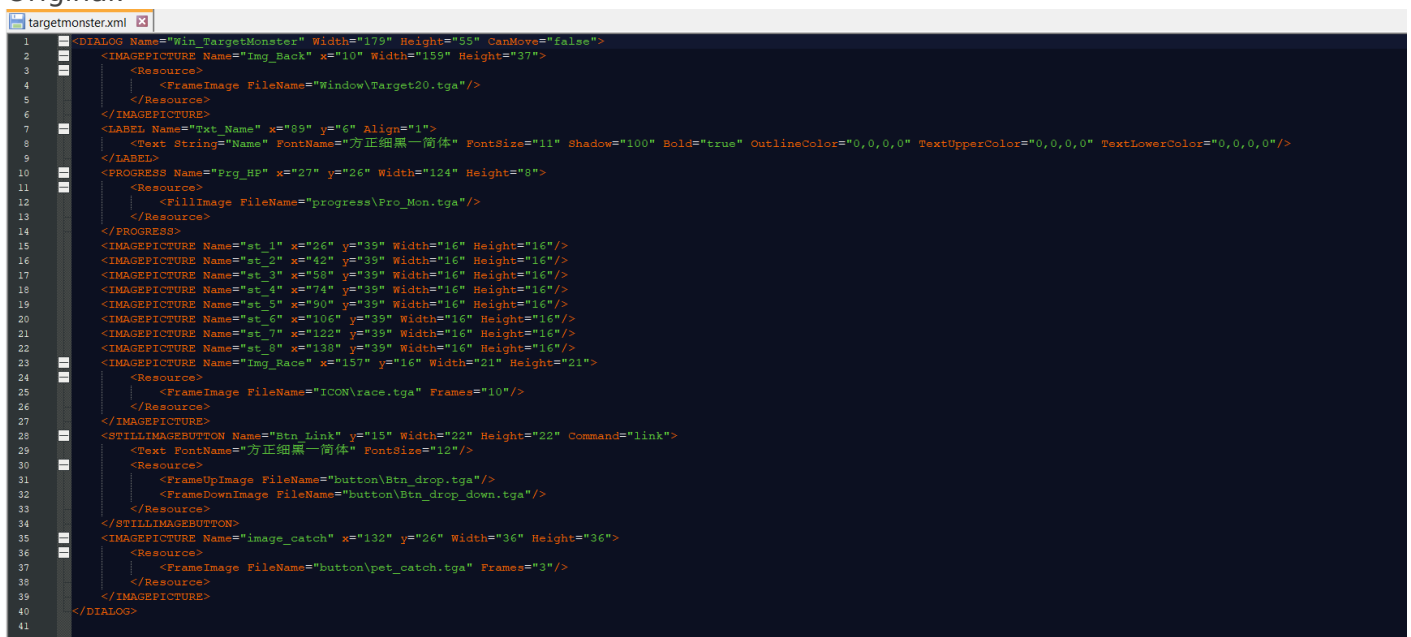
targetmonster04.xml

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

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