

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
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
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="WindowTarget20.tga"/>
5     </Resource>
6   </IMAGEPICTURE>
7   <LABEL Name="Ext_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" TextUpperColor="0,0,0" TextLowerColor="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  <LABEL Name="Ext_Hp" x="90" y="24">
16    <Text String="100%" FontName="方正细黑一简体" FontSize="8" Shadow="100" Bold="true" OutlineColor="0,0,0" TextUpperColor="0,0,0" TextLowerColor="0,0,0"/>
17  </LABEL>
18  <IMAGEPICTURE Name="st_1" x="26" y="39" Width="16" Height="16"/>
19  <IMAGEPICTURE Name="st_2" x="40" y="39" Width="16" Height="16"/>
20  <IMAGEPICTURE Name="st_3" x="50" y="39" Width="16" Height="16"/>
21  <IMAGEPICTURE Name="st_4" x="74" y="39" Width="16" Height="16"/>
22  <IMAGEPICTURE Name="st_5" x="90" y="39" Width="16" Height="16"/>
23  <IMAGEPICTURE Name="st_6" x="106" y="39" Width="16" Height="16"/>
24  <IMAGEPICTURE Name="st_7" x="122" y="39" Width="16" Height="16"/>
25  <IMAGEPICTURE Name="st_8" x="138" y="39" Width="16" Height="16"/>
26  <IMAGEPICTURE Name="img_Race" x="157" y="16" Width="21" Height="21">
27    <Resource>
28      <FrameImage FileName="ICON\race.tga" Frames="10"/>
29    </Resource>
30  </IMAGEPICTURE>
31  <STILLIMAGEBUTTON Name="Btn_Link" y="15" Width="22" Height="22" Command="link">
32    <Text FontName="方正细黑一简体" FontSize="12"/>
33    <Resource>
34      <FrameUpImage FileName="button\Btn_drop.tga"/>
35      <FrameDownImage FileName="button\Btn_drop_down.tga"/>
36    </Resource>
37  </STILLIMAGEBUTTON>
38  <IMAGEPICTURE Name="image_catch" x="132" y="26" Width="36" Height="36">
39    <Resource>
40      <FrameImage FileName="button\pet_catch.tga" Frames="3"/>
41    </Resource>
42  </IMAGEPICTURE>
43 </DIALOG>
44
```

Make sure to edit all monster .xml files.

Revision #3

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

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