JUNGLE INFERNO UPDATE!

THIS GUIDE ONLY INCLUDES THE CHANGES FOR THE JUNGLE INFERNO UPDATE, AND IT IS ASSUMED THAT THE HUD IS ALREADY UPDATED FOR ALL THE PREVIOUS UPDATES. IF NOT FOLLOW THE FULL UPDATES GUIDE INSTEAD!

Mandatory Updates:

1. Update the Info.vdf file
2. Update the HudLayout.res
3. Update the Clientscheme.res
4. Update the Main Menu and fix the crashes related to it
5. Add the support for the new war paints menu
6. Remove all the outdated files that might cause crashes
7. Fix the new item pickup panel (only if needed)

Non Mandatory Updates:

1. Fix the CharInfoPanel.res and StorePanel.res (only if needed)
2. Edit the new Pyro and Medic weapon meters to match the others
3. Add the new status icons for gas and slowed

1. INFO.VDF

First thing to do is updating our info.vdf file otherwise the hud won't load!
What we need to change is the "ui_version" from "1" to "2"

For example, if I'm updating the Broesel Hud it will be:

2. HUDLAYOUT

The HudLayout.res needs a new section in order to display the new "in queue" status label in the top right:

We can take that new section from the "Additions to HudLayout" file inside the Update Files folder and add it at the end of our HudLayout.res

3. CLIENTSCHEME

Adding the new Colors, Fonts and Borders is crucial to make the Contracker work!

I made a list of everything that needs to be added to the clientscheme.res in order to fix it and can be found inside the Update Files/Colors-Fonts-Borders You Need to Add.res file!

We can add the new colors at the end of the colors sections, right after "UpgradeDisabledBg"
Same thing for the fonts copy and paste them after "MapVotesPercentage"
And last the borders after "OuterShadowBorderThin"

4. MAINMENU

IF YOU DON'T REALLY CARE ABOUT HAVING A CUSTOM MAIN MENU THE EASIEST WAY IS TO REMOVE GAMEMENU.RES AND MAINMENU.RES AND SKIP THIS SECTION!

This is for sure the hardest part of this update as it includes a lot of editing based on the hud we want to update. Every menu is different and needs different customizations so I'll explain this in the most generic way possible.

So first thing we need to do, assuming that the menu is already updated for the previous updates, is removing the Casual, Comp, MvM buttons that became useless after the jungle inferno update

To do that we need to edit both MainMenuOverride.res and GameMenu.res and remove all the codes related to the buttons.

I really suggest to start from the GameMenu.res and identify the three buttons in question, in this case:

```
"CasualButton"
{
    "label"                         "CASUAL"
    "command"                       "play_casual"
    "OnlyAtMenu"                     "1"
}
"MvMButton"
{
    "label"                         "MVM"
    "command"                       "play_mvm"
    "OnlyAtMenu"                     "1"
}
"CompetitiveButton"
{
    "label"                         "COMPETITIVE"
    "command"                       "play_competitive"
    "OnlyAtMenu"                     "1"
}
```

A lot of times they might have different names, but usually we need to get rid of any button called:

- QuickPlayButton / QuickPlayChangeButton / CasualButton
- PlayPVEButton / MvMButton
- CompetitiveButton

After we know what buttons needs to be removed we can delete the code from both GameMenu.res and MainMenuOverride.res, THEY ALWAYS HAVE THE SAME NAME IN BOTH FILES!

Fixing possible crashes:

Now if you get a game crash while joining a server is probably because inside the GameMenu.res there is a button that isn't defined inside the MainMenuOverride.res
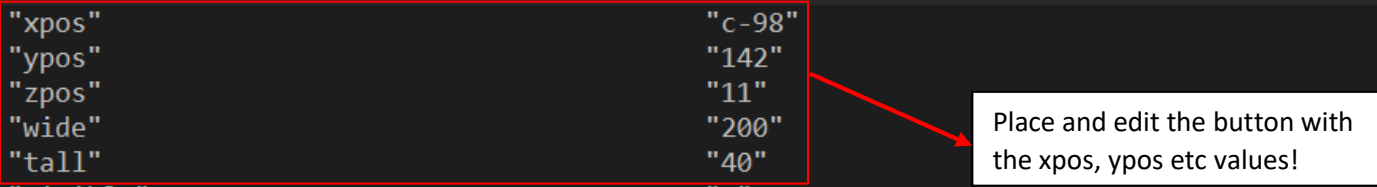
So we can either

- Delete it if we don't need it
- Define it inside the MainMenuOverride.res if it's a button that we actually want to be part of our main menu

Let's take as example the Store Button, there might be a case where it is not defined inside the MainMenuOverride.res and makes the game crash, for me the easiest way to fix that is to create a new button that is literally the same as any other menu button, for example the ServerBrowserButton, copy and paste it to create an identical button and then change his name to StoreButton and then work with the xpos, ypos and all the other values to bring it in position.

```
"ServerBrowserButton"  ———→  "GeneralStoreButton"
{
    "ControlName"                        "EditablePanel"
    "fieldname"                          "ServerBrowserButton"  ———→  "GeneralStoreButton"
    "xpos"                               "c-98"
    "ypos"                               "142"
    "zpos"                               "11"
    "wide"                               "200"
    "tall"                               "40"
    "visible"                            "1"

    "SubButton"
    {
```

Place and edit the button with the xpos, ypos etc values!

After we fix the crashes if there are any it's time to add the new stuff!

We need to work with 2 different files

- MainMenuOverride.res to place the new rank and friends panel
- PvPRankPanel.res which is the file that controls the rank panel (Player Name, Level, Badge)

Let's start by adding the new rank panel

First thing we need to add the new codes to the MainMenuOverride.res so:

- Open the "Additions to MainMenuOverride" file that we can find inside the Update Files folder
- Copy "RankModelPanel" and "RankPanel"
- Paste them both to our MainMenuOverride.res

We can use these 2 codes to move around the badge and the whole rank panel that displays the name, level and experience bar

- "RankModelPanel" controls the badge only
- "RankPanel" controls the actual rank panel with the name and level

Be careful about moving the badge, it's kind of easy to get it offscreen if the values are increased a lot so move it slowly!

```
"BGPanel"
{
    "ControlName"    "EditablePanel"
    "fieldName"      "BGPanel"
    "xpos"           "rs1"
    "ypos"           "20"
    "zpos"           "-1"
    "wide"           "260"
    "tall"           "f40"
    "visible"        "1"
    "PaintBackgroundType"    "2"
    "border"         "NoBorder"
    "proportionaltoparent"   "1"

    if_mini
    {
        "xpos"           "cs-0.5"
        "ypos"           "cs-0.5"
        "tall"           "35"
        "wide"           "505"

        "border"         "MainMenuBGBorder"
    }
}
```

Now we can edit the Rank Panel by editing The PvPRankPanel.res file (can be found inside the Update Files Folder)

The part of the file we need to edit is the "BGPanel" section.

Here we can remove for example the Rank Panel Background as shown in the screen,
Or change the font and size for both the name and level labels by editing both "NameLabel" and "LevelLabel"

Also all the experience bar parts can be found under the "StatsContainer" section right after the "LevelLabel"

Now last thing that our menu needs is the Steam Friends Panel!

Once again let's take the code from the "Additions to MainMenuOverride" and add it to our own, we need to search for "FriendsContainer" and select the whole

As always we can move the panel around to place it in the right position by using the xpos and ypos of "FriendsContainer"

We can edit this panel to display multiple columns or rows etc…

It can be hard to edit due to the way is coded so I'll leave these 2 presets in the Update Files/Friend List folder, both work by default with any hud!
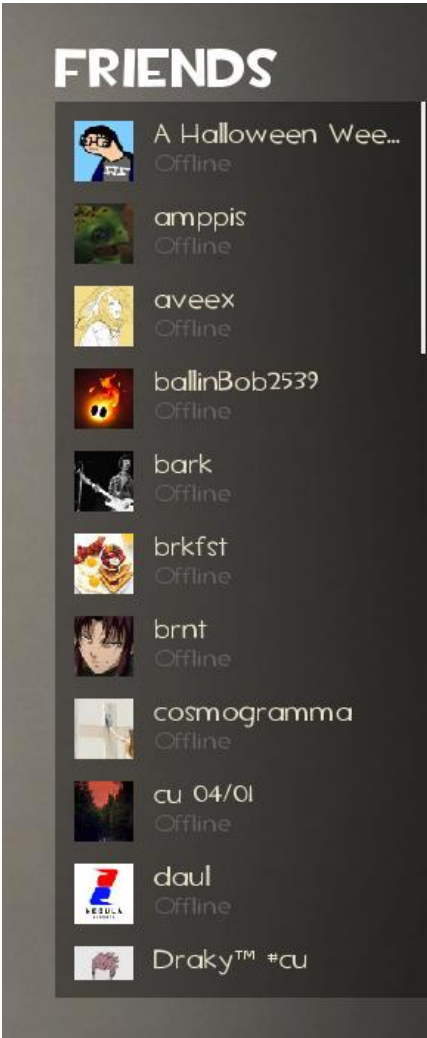
5. WAR PAINTS SUPPORT

First thing to do is check if our hud has these two files:

- CharInfoLoadoutSubPanel.res
- ui/econ/InspectionPanel.res

If these two files are not in the hud you are updating, then you can skip this section!

While if they are preset we need to delete or rename InspectionPanel.res and update CharInfoLoadoutSubPanel.res

To fix the CharInfoLoadoutSubPanel.res we need to do 2 things. First replace the backpack, craft, trade and catalog buttons plus add the new war paint button, to do that we need to:

- Open the "Additions to CharInfoLoadoutSubPanel" file (we can find it inside the Update Files Folder!)
- Select and copy everything but "InspectionPanel" we need that later
- Open our huds CharInfoLoadoutSubPanel.res
- Select from ShowBackpackButton to ShowTradeLabel and replace everything with the text with selected before

Second and last thing, we need to add the "InspectionPanel" section to our CharInfoLoadoutSubPanel.res as well or the war paints menu is not going to show up.

Copy the "InspectionPanel" from the "Additions to CharInfoLoadoutSubPanel" file and add it at the end of our CharInfoLoadoutSubPanel.res, after "armory_panel".

6. REMOVING USELESS OUTDATED FILES

Let's now remove all the files that became useless with the new update and might cause crashes!

The files we need to remove are:

- Any file that starts with "matchmaking…"
- LobbyContainerFrame.res and LobbyContainerFrame_Casual / Comp / MvM
- LobbyPanel.res and LobbyPanel_Casual / Comp / MvM
- MainMenuPlayListEntry.res (if present and outdated makes the game crash 100% of the times)

7. FIXING THE ITEM PICKUP PANEL

This fix is only needed if we have a custom item pickup panel, the file in question can be found inside: Resource/ui/econ/ItemPickupPanel.res and ItemDiscardPanel.res

If these two files are not present, then you can skip this!

This is pretty easy to fix, all we need to do is:

- Open ItemPickupPanel.res
- Change the "zpos" from "100000" to "10000"
- Scroll down until we find "ItemsFoundLabel"
- Change the "ypos" from "20" to "30"

While for the ItemDiscardPanel.res we need to

- Add the "zpos" "10000" to "item_discard" (right after the ypos is fine)
- Scroll down "modelpanel" and change the "ypos" from "20" to "30"

8. CHARINFOPANEL.RES FIX

Once again this fix is only needed if the files are present in the hud.
All we need to do with this file is:

- Scroll down until we find "Sheet"
- Add this new line "yoffset" "14" (needs to be added right after "transition_time")
- Change the value to whatever is needed to show the tabs (Loadout / Stats in this case) in the right way

The exact same thing needs to be done with resource/ui/econ/store/v2/StorePanel.res

9. NEW WEAPONS METERS

The new update added new weapons and so we have new meters to adapt for them

- Vita Saw (Organs Counter)
- Phlog (Charge Meter)
- Jetpack (Charges Counter)

First let's add the three files to our hud, we can find them inside the Update Files Folder, we need:

- HudItemEffectMeter_Organs.res (Vita Saw)
- HudItemEffectMeter_Pyro.res (Phlog)
- HudRocketPack (JetPack)

Let's start from the Organs meter, for me the easiest way is to:

- Open the HudItemEffectMeter_Demoman.res of the hud we are updating
- Select and copy everything from HudItemEffectMeter till the end (keep the first two lines of the file intact, in this case "Resource/UI/HudItemEffectMeter_Demoman.res" and the bracket, that's really important and it applies to all the files!)
- Inside HudItemEffectMeter_Organs.res replace everything from HudItemEffectMeter to the end with the text we selected before

Same thing with the HudItemEffectMeter_Pyro.res but this time we are going to use the HudItemEffectMeter_Scout.res instead of the demoman one, so replace the little HudItemEffectMeter code inside the Pyro file with the one we can find inside the Scout file!

Last meter is the JetPack or Thermal Thruster to be precise ;) and we need to do the same thing as the other meters but with a little variation at the end!

First copy everything from HudItemEffectMeter.res and paste it inside HudRocketPack.res in the same way as explained above.

This time we need to split the charge bar in two pieces as this weapon have two charges!

```
"ItemEffectMeter"
{
    "ControlName"          "ContinuousProgressBar"
    "fieldName"            "ItemEffectMeter"
    "font"                 "Default"
    "xpos"                 "0"
    "ypos"                 "28"
    "zpos"                 "2"
    "wide"                 "50"
    "tall"                 "5"
    "autoResize"           "0"
    "pinCorner"            "0"
    "visible"              "1"
    "enabled"              "1"
    "textAlignment"        "Left"
    "dulltext"             "0"
    "brighttext"           "0"
}

"ItemEffectMeter2"
{
    "ControlName"          "ContinuousProgressBar"
    "fieldName"            "ItemEffectMeter2"
    "font"                 "Default"
    "xpos"                 "51"
    "ypos"                 "28"
    "zpos"                 "2"
    "wide"                 "49"
    "tall"                 "5"
    "autoResize"           "0"
    "pinCorner"            "0"
    "visible"              "1"
    "enabled"              "1"
    "textAlignment"        "Left"
    "dulltext"             "0"
    "brighttext"           "0"
}
```

The charge bar in question is called "ItemEffectMeter" and we need to create an identical one and rename it "ItemEffectMeter2"

This will be our second bar

Now in the first bar cut the wide to be exact half of what it was before (from 100 to 50 in this case)

Now we move the second bar a bit to the right to not overlap the first bar by move the xpos 1 pixel to the right of the first bar (in this case 51)

And last thing the second bar wide need to be 1 pixel less than the first one (49 instead of 50 in this case)
So it matches perfectly the other meters!

(yeah that's confusing sorry gang :bug:)

10.   NEW STATUS ICONS

Last thing we need to add the two new status icons to our HudPlayerHealth.res for when we are covered in gas or slowed down by an enemy.

We can take them from the "Additions to HudPlayerHealth" file and the icons are called "PlayerStatusGasImage" and "PlayerStatusSlowed"
Just add them to the HudPlayerHealth.res and set the xpos, ypos, wide and tall to match the other icons