COUNTER STRIKE 1.6 RESOURCE UI THEMER MANUAL

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DISCLAIMER:

I AM NOT RESPONSIBLE FOR ANY DAMAGE THAT MIGHT CAUSE YOU BY USING THIS TOOL. IF YOU'RE HERE AND WANT TO WALK FURTHER INTO MODDING STREET, PLEASE! PLEASE. PLEASE… MAKE A COPY OF YOUR EXISTING **RESOURCE, GFX AND CLASSES** FOLDERS FIRST BEFORE MODIFYING ANY CONTENT INSIDE YOUR MOD DIRECTORY.
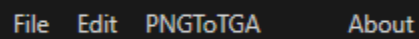
OVERVIEW:

This tool has a capability of opening and manipulating .res files inside the resource/UI directory. Some basic editing functions are available like copy and paste. Please note that Undo/Redo function is non-existent because coding them requires more knowledge, and I'm not knowledgeable about that part yet. Bugs might also be present but I think the tool is now usable for everyone willing to use it.
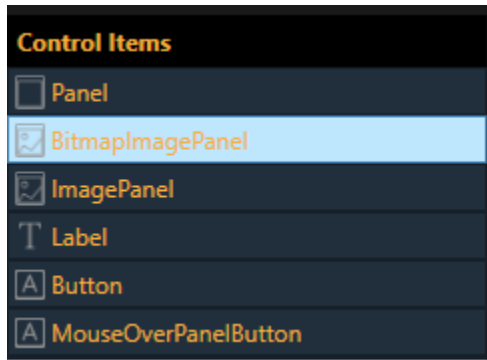
EDITOR SPECIFICATION

**EDITOR CONTROL ELEMENTS:**

1. **Menu Strip**

Contains the basic program functionalities like opening file, and saving it.

2. Control Items

This panel section contains the most used controls in-game. I never included the others (*CheckBox, RadioButton, Checkutton, etc.*) as it will just make the already complex code into a more complex one, and they are just used in pre-game environment like Settings and Menu.

3. Control Properties
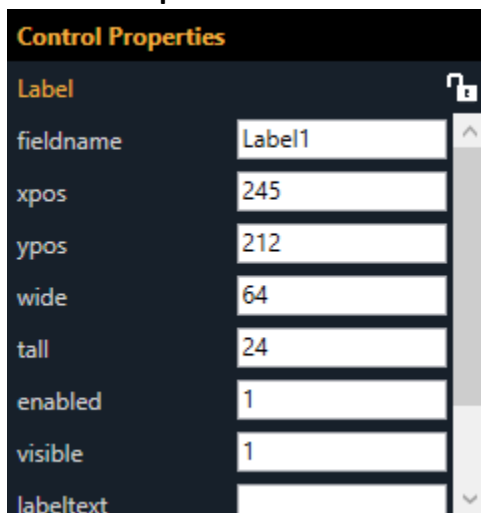
This section contains the information about the focused control. In this area, you can specify the basic property of a control like its name, position, size, and other extended properties.

4. Control Explorer
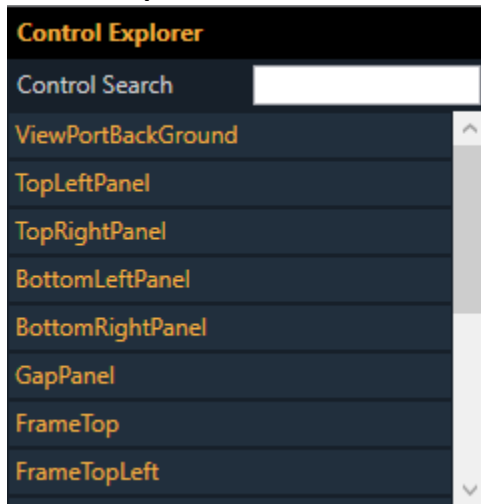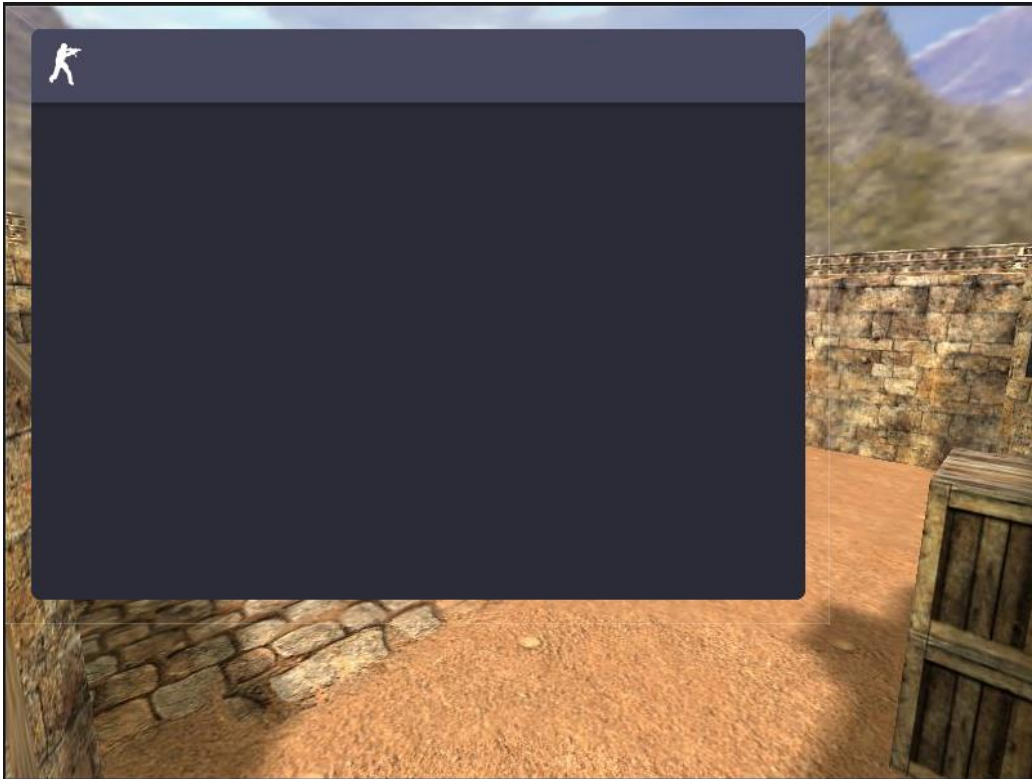

This panel stores your currently added controls. Clicking in one of them will make the control assigned to it to be focused.

5. Canvas Area

You will see your controls seated here. Any physical change to the controls will reflect in this area.

EDITOR HOTKEYS:

- Open (**CTRL+O**) – Opens an existing resource file.
- Save (**CTRL+S**) – Saves an opened file to a specified location.
- Opening Bracket (**[**) – Makes the control's *z-index* increase by 1. Higher values means the control will more likely to show up front.
- Closing Bracket (**]**) – Reduce the control's *z-index* by 1.
- Clear Selection (**ESC**) – Removes focus and selection on controls.
- Reload File (**CTRL+R**) – Re-read the file contents and discards last changes.
- Delete (**DEL**) – Delete focused control as well as the selected controls.
- Arrow Up – Decrease control's *ypos* by 1.
- Arrow Down – Increase control's *ypos* by 1.
- Arrow Left – Decrease control's *xpos* by 1.
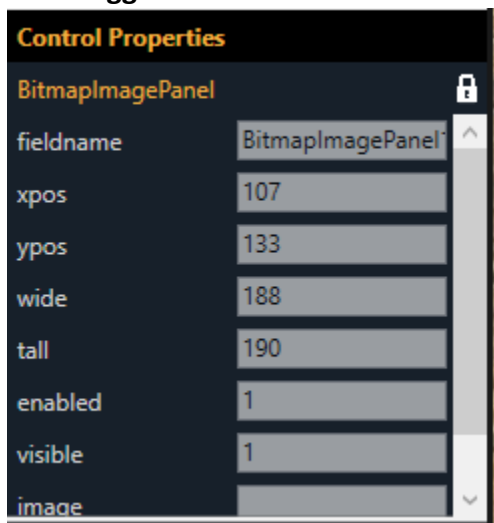- Arrow Right – Increase control's *xpos* by 1.

EDITOR FEATURES:

- **TGAToPNG Converter**

This tool is bundled in the editor. It is a simple tool for importing *PNG* files and converting them to .*TGA* format with transparency support so you don't need to open Photoshop or other equivalent programs just to convert a simple image file.

- **Lock Toggle**

It's a small feature that makes the control uneditable unless toggled again. Works similarly when control's enabled property is 0.

- **CSTRIKE Strings Fetcher**
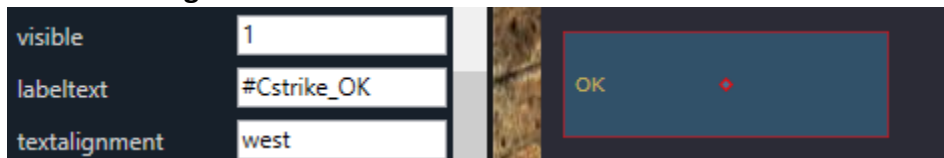
Automatically detects #cstrike strings to better simulate in-game look.

- **Multi-selection**

Enables multi-selection of controls by holding down the *CTRL* key and clicking on the controls that you want to select.

- **Unknown Control Handler**
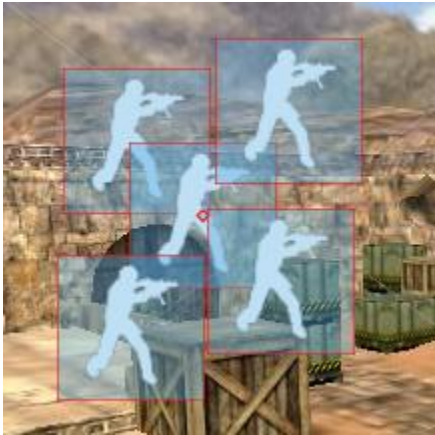

If the control is not previewable because it is of unknown type, its basic properties can still be modified and will be included when saved.

COMMON CONTROL TYPE DEFINITIONS:

Panel – A basic control type. Can contain other sub-controls.

BitmapImagePanel – Control that renders a bitmap file. Supports image re-coloring.
Unique Properties:
- **image** – The image file to read. Path assigned must be relative to the mod directory (e.g: gfx/vgui/CS_logo)

- **imagecolor** – The color that will get overlaid on the BitmapImagePanel.

ImagePanel – Same as BitmapImagePanel but no color overlay support. Can render *.TGA* files.
Unique Properties:
- **scaleimage** – An image scaling flag. Set to 0 to disable scaling.
- **fillcolor** – The color that will act as the background of the control.

Label – A text control.
Unique Properties:
- **labeltext** – The text that will be displayed.
- **textalignment** – Sets alignment of the label text.
  Values that can be set:
    - northwest
    - north
    - northeast
    - west
    - center
    - east
    - southwest
    - south
    - southeast

- font – Sets the text font.

Button – Same as Label. A control for capturing mouse clicks. Has a command property that can invoke console commands or to call other resource file.
Unique Properties:
- **paintbackground** – Set to 0 to disable background color.

MouseOverPanelButton – Same as Button. Can display a preview content in the *ItemInfo* panel assigned by the game when its fieldname has a matching name inside the classes folder.

FAQ:

Can I edit other game's resources using this editor?

- At the moment, no. This editor is hardcoded all the way down for CS 1.6. Although you can however, open the file by copying the res file and putting it inside the resources folder of cstrike directory temporarily but I wouldn't recommend it.

Why is undo/redo not implemented?

- I'm still learning programming and I think I've already had success because as of writing this FAQ, I'm close to releasing this to the public. Provided that this tool took me countless hours of continuous work and testing, I'll keep learning stuff to make this happen. Don't you worry 😊

Canvas area is too small, can I zoom in?

- Unfortunately, no. The mouse movement gets clunky whenever I implement a zoom function so better leave it as it is for now. You can use the built-in magnifier tool in windows for a workaround.

Control is not visible, what do I do?

- Click its name in **Control Explorer Panel.** Set its visible property to 1. If it's still not visible, maybe other controls with higher z-index is obscuring it. You can try long-pressing the Left Bracket Key '**[**' to try to bring the control to the front until it shows up. If it is still not visible, check its xpos and/or ypos property. If it is too high or too low, adjust its position so that it is still seen inside the viewport. Set both to 0 if nothing else works.

How to fix control not selectable or is not moving?

- See first if the control's enabled property is set to 0. Set it to 1 to enable editing. Other cause is the small lock key located in the top-right side in **Properties Panel.** Click on it to enable editing again.

Can I make my own resource file using this?

- Not really. This tool is created to edit existing resource files. You can try to open an existing file first then saving it to another filename. I've done this on purpose so that the application can fetch the game resources in the right folder.

Why are some of the control's position in the editor differs when in-game?

- My guess is that CS 1.6 uses layout rounding when displaying elements (*Fractioned positions are rounded to the nearest whole*). The best practice is testing the layout on different screen resolutions and adjust offset controls accordingly.

My game crashes when I added an image to the layout, what is the reason for this?

- Check your imported image size. *TGA* file supports up to **256x256** image size. Although some sizes can still be allowed like **276x96** and **512x32** but they are rarely used.

Do you need a rest?

- Yes, a lot. If you're reading this, I'm sleeping. Just whisper goodnight.

TIPS & TRICKS:

1. Always lock the control if you're already satisfied with its layout. This is to prevent accidental dragging. You can toggle control lock by selecting the control and clicking on the lock button located in the top-right corner in **Properties Panel**.

2. You can also activate the sub-locks located beside the xpos, ypos, wide, and tall properties. This comes in handy when dealing with symmetry.

3. **xpos** can have the **c** or **r** prefix. This is useful for centering controls on different resolution sets. Example: c-75 makes the control be on center position subtracted by 75. **r** prefix is used for right alignment. Example: r25 makes the control be on the right side plus 25.

4. **ypos** also supports the **c** prefix.

5. Multi-selection can be done by holding down the **CTRL Key** and clicking on the controls that you want to select. Comes in handy for batch move, copy, delete and applying property for all relevant controls.