

GUI Texture Replacements

There are a number of textures the game will load which can be overridden in a client-side hakpack.

Some possible uses of this:

- Higher quality icons and textures for GUI elements (tbc: if the sizes can be changed in all cases or what ones are hardcoded/break at a higher size)
- Re-theming of the colour scheme or appearance of buttons
- Changing the background items in the inventory, for instance if you've replaced an item type entirely and want the background dummy icon to match

List of Textures

This is a list of texture files that the game uses in different GUIs.

Texture Filename	Dimensions	Used in GUI	Description/notes
inv_slot_amulet.tga	32 x 64	Empty Slot - Amulet	
inv_slot_armor.tga	64 x 128	Empty Slot - Armor	Actual display size more like 64 x 100
inv_slot_arrow.tga	32 x 64	Empty Slot - Arrows	
inv_slot_belt.tga	64 x 32	Empty Slot - Belt	
inv_slot_bolts.tga	32 x 64	Empty Slot - Bolts	
inv_slot_boots.tga	64 x 64	Empty Slot - Boots	
inv_slot_cloak.tga	64 x 128	Empty Slot - Cloak	Actual display size more like 64 x 100
inv_slot_gloves.tga	64 x 32	Empty Slot - Gloves	
inv_slot_helm.tga	64 x 64	Empty Slot - Helm	
inv_slot_left.tga	64 x 128	Empty Slot - Left Hand (Shield)	Actual display size more like 64 x 100, centered in middle
inv_slot_right.tga	64 x 256	Empty Slot - Right Hand (Weapon)	Actual display size more like 64 x 170
inv_slot_ring.tga	32 x 32	Empty Slot - Ring	
inv_slot_sling.tga	32 x 32	Empty Slot - Bullets (for sling)	
gui_resting.tga	256 x 128	Progress bars (resting, locking, disarming, etc.)	