

# Graphics Editing Tutorials

## Altering the "Read This!" border graphics

Since the thing in TFS 3.0 that I get the most comments about is the Read This! graphics, I'll teach you how I did that. We need:

Microsoft Paint(at least that's what I use).

Paint Shop Pro 6 or any other graphics program;

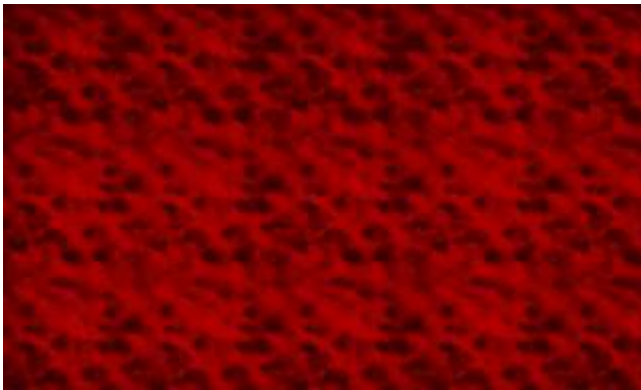
A pre-made, 320x192-pixel, 256-color Bitmap you want to use as background

FloEdit(<http://www.wolfnode.de>)

Wolfenstein(no kidding)

Open up FloEdit and extract the Read This! border graphics from your VGAGRAPH file(4 different ones, 1 left, 1 right, 1 top, 1 bottom). If you know what Read This! looks like, you'll get what I mean. After extracting, minimize or close FloEdit. We won't need it until we've finished our graphics.

Now, open up Microsoft Paint(Start, Programs, Bureau-accessoires, Paint) and open your pre-made, 320x192-pixel, 256-color Bitmap you want to use as background for your own Read This! . For this example, I'll use a red version of the TFS 3.0 Read This! screen. It looks like this:



Okay. Now, create a new 256-color BMP file(simply press Ctrl + A, Del, save as New). Give the size 320x192(Ctrl + E, 320 wideness, 102 tallness). Now, paste all the original Read This! graphics in it like it would appear on the screen. Like this:



Got that? Good. Now, what we're gonna do is the following. We're going to delete all the original Wall panel graphics from the Read This!. Like this:



See? All that is left are the 2 graphics from the bottom. Good. Now, Ctrl-C(copy) it all and open your background you want to use.

Now, Ctrl-V(paste) the image over your background. Now, be sure to make the red color we used as background for the removed graphics(in the "empty" image) transparent(go to Image and deselect Invisible Drawing or something like that. It's the last option in Image)so that it will look like this:



If you try out what I ment, you'll get the hang of it. Now, save the image under a new name(ie BACKRT.BMP, but keep it 256-color!).

Now it's time to cut our complete result back in to pieces, so that we can use it in our VGAGRAPH. Pay attention now!

1st, we're gonna cut out the top graphic. Select the entire top and Ctrl-X it(cut). Like this:



What we have on our clipboard will be:



Okay? Now, open up the original top graphic from the Read This! screens. This one:



And paste the new graphic we made over it (be sure to put the Invisible Drawing or something like that back on! you don't need to use that anymore). Then save it.

Next, we're going to cut out the bottom graphic from our background graphic. Like this:



Now, go to the the original bottom graphic from the Read This! screens. This one:



And paste over the one from our background graphic. Then it'll look like this:



Get it? Good. Now, the same you do for the other 2 graphics. I guess you now know what to do. You have to do the same procedure for all other graphics left to do, so that won't be a problem, would it?

Then, after all the graphics are complete and saved, go back to FloEdit. Insert all graphics on their spot of belonging and save the stuff. Go to your Wolfenstein 3D directory, fire up the Read This! feature and voila:



Now, to make the graphics look good, you have to give the rest of the Read This! feature look good too in the code.

1. Open up WL\_TEXT.C(I take it you've already added the Read This! feature - get that in the tutorials section).
2. Search for "BACKCOLOR". Now, replace the "0x" with, for example, "0x2e". Just look what matches the border graphics.
3. Compile and add good color codes to the HELPART and ENDART files(for the text). Not too dark, keep it a little bright if possible for optimum reading capability).
4. Alter the other Read This! graphics(their borders in white around 'em) so that the graphics match up with the background color.

For a good index of the 0x hex colors, here's the ceiling color index chart again:

