

Contents of the download

Custom GUI and HUD – Basic file fixes in the GUI and HUD files Valve never fixed.

Custom Command Menu - 2 choices, Normal and an Offline "learning" type

Custom Crosshairs - this also contains a userconfig.cfg with a script to make them work.

Default files fix - This fixes the official files that break the bazooka spawning and also the map cycle.

Installation

1. Chose a selection in the download and copy the "dod_addon" folder to your "Half-Life" folder.
2. Go to *Your drive:\Your folder\steamapps\common\Half-Life*
3. Paste the "dod_addon" folder inside the "Half-Life" folder

You will note we are not putting files directly into the "dod" folder like most older downloads instruct.

Read on please it could be important considering the Half-Life and dod files are updating late 2023.

The "dod_addon" folder explained

This folder set uses a special "dod_addon" folder that sits in the "Half-Life" folder.

You should always use the "dod_addon" folder for Steam dod 1.3 custom content unless it is a Bot program or an admin mod that needs to be under the "dod" folder.

Files placed in the "dod_addon" folder will override the files in the "dod" folder, keeping the default files as they are. This is normal in the SteamPipe system past 2013.

Should you need to go back to the default files you can do that go to Options - Content tab you will see a tickbox for allowing or disallowing custom content.

Also... if you find this download has done something wrong, like overwritten your userconfig in dod\userconfig.cfg then... delete the userconfig.cfg in Half-Life\dod_addon.

The custom file that was overwriting files in "dod" will no longer affect the game and it is a great way of knowing where your custom files are... to change or uninstall.

For further explanations on custom files ([and the topic above](#)) please see my growing section on customizing dod...

<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-customisation-guides>

Because we install in "dod_addon" the files are easy to uninstall, either delete the entire folder or revisit the download and see what files are in folders to delete that area of the HUD.

The GUI and HUD files

These files rework the standard HUD and GUI and will work from 480 X 600 4:3 aspect ratio up to 4K and also Ultra-wide monitors.

The files should work on windows, Linux or MacOS. Tested on Windows only.

The files are stored in a special Half-Life subfolder so they don't overwrite standard files in "dod".

- The files in "resource" alter fonts known to be problematic on Widescreens especially.
- The files in "resource\background" are images that make a GUI background that will "fit" instead of shrinking and expanding on different resolutions.
- The files in "resource\UI" alter the scoreboard (Fits 32 player servers) and spectator area. The MOTD file is just to alter the OK button.
- The files in "sprites" alter sprite images and "hud.txt" so the kills and deaths fonts have more room and don't overlap.

You will notice I didn't adjust the chat font.

In dod, unlike source, the chat area is adjusted via commands.

e.g.: If you want white small fonts, you would copy and paste the below into the console or place in a userconfig.cfg

```
cl_hudfont "0"
con_color "255+255+255"
```

Other choices (you can copy paste into a userconfig.cfg) ...

```
// ***** Chat Font *****
// Chat Font Size
// Large font - "cl_hudfont "2"
// Medium font [Default] - "cl_hudfont "1"
// Small font - "cl_hudfont "0"
cl_hudfont "0"

// ***** Chat Font Color *****
// Default gold font - con_color "255+170+0"
// White font - con_color "255+255+255"
// Grey Font - con_color "240+240+240"
// Green Font - con_color "0+255+0"
con_color "255+255+255"
```

The .res files contain a lot of edits, if something was changed there is a note on that line what the function is.

TrackerScheme.res and ClientScheme.res have a lot of changed fonts and notes.

If you want to change items there are full guides here...

<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-customisation-guides>

The Command Menu

There is an enhanced command menu, the menu you get pressing the X Key. It contains many commands to explore if learning dod.

There is a Sturmbot menu also, if you don't have Sturmbot it will not hurt your dod experience, just ignore it.

If you install Sturmbot and select the command menu option after this... this file should work as sturmbot addons are in the dod folder only, the dod_addon folder file will load.

The main added sections are...

- Graphics and Audio
- Netcode and netgraph types and positions
- Chat and Hud

Normal Menu – MOST WILL USE THIS ONE but read below why there is an offline learning menu...

The other one is special... for troubleshooting and learning.

Offline Menu for learning commands ONLY – Same as above but this is a special one that repeats the commands in chat as you apply them, it's for learning.

It's handy if you are building a userconfig.cfg and want to see what commands do.



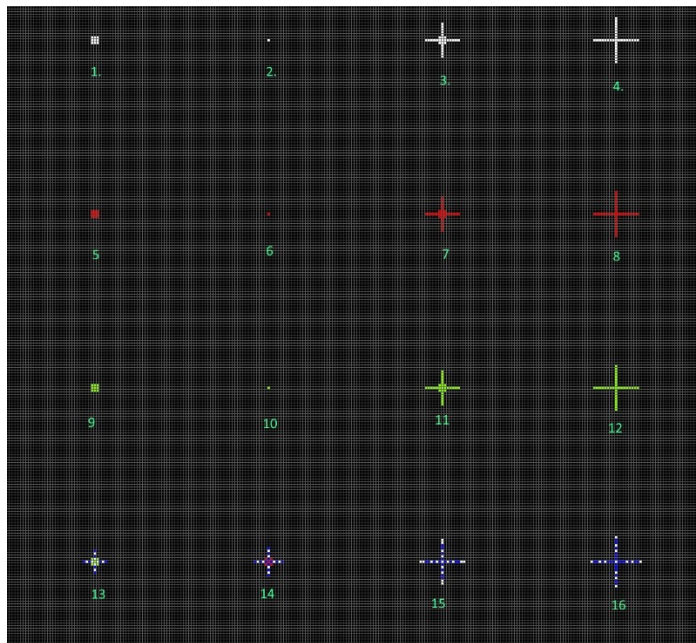
The Crosshairs

Some different "sets" of custom crosshairs, 16 choices in each "set". If you are running a high resolution, you will notice the different sizes. The crosshairs use a bind and I have set the key "P" as the bind to cycle through the selections.

That means you have a custom userconfig.cfg file that gives you a "P" key bind and a custom script that cycles through the selections.

If you already have a userconfig.cfg, just cut and paste the script and the `cl_xhair_style "2"` command that changes the favourite crosshair, the game will always start with that crosshair if set that way.

Here are the Crosshairs (I made) as you see them in the editor (Wally recommended), they will look different in the game.



Note the funky last row... these are special "contrasting" types as you move from bright to dark or different colors, you can still see a cross as the other colors take over. 15 and 16 are especially good on dark areas on dark maps like `dod_zaford`.

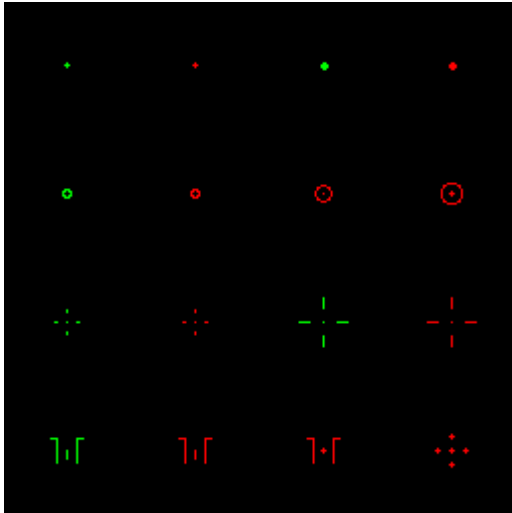
Also, in the script `gl_spriteblend` will turn on and off to suit the crosshair, like # 2, 6 and 10, single pixel dot and needs `gl_spriteblend "0"` to burn like a laser.

The big squares # 1, 5 and 9 use `gl_spriteblend "1"` and the pixels alter to produce a round dot.

If you want to make your own... I do have a guide but it needs editing at the time of writing. It's basically OK, written a long time ago but the script and a few other things need adjusting.

There are some old custom crosshair sets on the net. Some have misplaced centres but I have included some that were popular "back in the day".

I have placed them in a sprites folder, the file **"customxhair.spr"** goes in **"dod_addon\sprites"**
The best (my opinion) is "Cross Hair pack by Cpt Darling"



The dod default file fix

What these files fix: [Broken files from... 20 Frigging years ago!!!!](#)

Everyone should install these files; they are broken and Valve... isn't fixing them after they broke them.

Only dod file nerds like myself and some server operators notice things like this 😏

This fixes bazooka's not spawning in maps that support that feature.

Not a big issue for most, very important if you like the maps affected to be played how the author intended.

It also fixes missing entries in the mapcycle.txt, only important if you run bots on a listen server really.

See here if interested in the details (Drink a coffee first.)

<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-customisation-guides/112-missing-bazooka-in-spawns-fix-official-files-are-broken>

INsane

Sturmbot.org 2023