

Custom Per-Map Loading Screen

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Skill level: 3

Jonwil has just added a feature to scripts (4.2, 4.3 and 5.0) that lets you have a custom per-map loadscreen.

Note: Players using versions without the feature will simply get the standard C&C mode loadscreen (so its safe to use even if you cant be sure all players will have 4.2).

1. Preparation

Let's say you want a custom Loading Screen for a map named: *TS_Paradise.mix*.

Get a scripts build that supports this feature from [here](#). Copy its content to your game folder (not Data) and overwrite all.

Create a file named **TS_Paradise_map.ini**. Inside this ini file put a **[CustomBackdrop]** section and underneath copy these values:

```
; This is a comment line
; TS_Paradise custom loading screen background image and texts
[CustomBackdrop]
0=Model IF_LVL94LOAD
1=Color 100,255,100
2=Text2 50,17,IDS_LoadScreen_Item_00_Title ;Mission Title
3=Color 100,255,100
4=Text 60,40,IDS_LoadScreen_Item_00_Note ;Mission Overview
5=Wrap 350
6=Color 100,255,100
7=Text 60,60,IDS_LoadScreen_Item_00_Description ;Mission Summary
8=Color 100,255,100
9=Text 460,17,IDS_LoadScreen_Item_00_Text ;Mission Hint

11=Color 255,150,100
12=Text 106,155,IDS_LoadScreen_Item_01_Title ;1st Hint Title
13=Wrap 200
14=Color 255,150,100
15=Text 106,166,IDS_LoadScreen_Item_01_Text ;1st Hint Text

21=Color 255,150,100
22=Text 106,200,IDS_LoadScreen_Item_02_Title ;2nd Hint Title
23=Wrap 200
24=Color 255,150,100
25=Text 106,211,IDS_LoadScreen_Item_02_Text ;2nd Hint Text

31=Color 255,150,100
32=Text 106,245,IDS_LoadScreen_Item_05_Title ;3rd Hint Title
33=Wrap 200
34=Color 255,150,100
35=Text 106,256,IDS_LoadScreen_Item_05_Text ;3rd Hint Text

41=Color 255,150,100
42=Text 400,155,IDS_LoadScreen_Item_03_Title ;4th Hint Title
43=Wrap 200
44=Color 255,150,100
45=Text 400,166,IDS_LoadScreen_Item_03_Text ;4th Hint Text

51=Color 255,150,100
52=Text 400,200,IDS_LoadScreen_Item_04_Title ;5th Hint Title
53=Wrap 200
54=Color 255,150,100
55=Text 400,209,IDS_LoadScreen_Item_04_Text ;5th Hint Text

61=Color 255,150,100
62=Text 400,245,IDS_LoadScreen_Item_06_Title ;6th Hint Title
63=Wrap 200
64=Color 255,150,100
65=Text 400,256,IDS_LoadScreen_Item_06_Text ;6th Hint Text
```

This is exact same stuff you would put in a loadscreen/backdrop entry in campaign.ini.

2. The background image

Now look at the code again.

```
0=Model IF_LVL94LOA
```

This is the name of the model that shows during the loadscreen. Yes, W3D uses an animated model to show loadscreens and menu screens. (IF stands for InterFace)

If you want a different picture as the background image, you will need a new W3D model that references the different "texture" on it.

3. Customize your background image

You can download the source file of Reborn's loadscreen [HERE](#).

To alter the background image, you just need to change the texture that the material references. The same goes for the load bar texture.

Export as hierarchical animated model with 60 frames. You can name it whatever you like but it should be unique and not match any other W3D file names. E.g. IF_LS_MYMAP.W3D should be free to use.

Now if your model is named IF_LS_PARADISE.W3D, you put this to that first line in the load screen code:

```
0=Model IF_LS_PARADISE
```

4. The texts

You can also replace the text to display custom strings, such as the title of the map, mission objectives and so on. *Be careful though, the screen can load very fast for some users and they might not be able to read all the text you put there.*

For example, if you have a string: "IDS_LoadScreen_Paradise_Title" and it translates to "Welcome to Paradise!", then you simply put this:

```
1=Color 100,255,100  
2=Text2 50,17,IDS_LoadScreen_Paradise_Title
```

Now your new custom title will display, but of course only if that string exists in your custom strings.tdb.

Example

That's all. As a final example, here's what I created:



My custom ini file:

```
[CustomBackdrop]
0=Model IF_LS_PARADISE
1=Color 255,255,0
2=Text2 60,40,IDS_LoadScreen_Paradise_Title ;Mission Title
```

Note that I changed the color and position of the text. Colors are RGB with values from 0 to 255, Text coordinates are offset from the top left corner of the screen.

X. Bonus: Load screen for your game / mod

So you wish to make a new load screen for your whole new game rather than for individual maps?

Creating the background image/load screen and the text is the same, but you need to modify campaign.ini, here:

```

; -----
; C&C Mode - Loading Screen
; -----
;
[Backdrop94]
0=Model IF_LVL94LOAD
1=Color 100,255,100
2=Text2 50,17,IDS_LoadScreen_Item_00_Title ;Mission Title
3=Color 100,255,100
4=Text 60,40,IDS_LoadScreen_Item_00_Note ;Mission Overview
5=Wrap 350
6=Color 100,255,100
7=Text 60,60,IDS_LoadScreen_Item_00_Description ;Mission Summary
8=Color 100,255,100
9=Text 460,17,IDS_LoadScreen_Item_00_Text ;Mission Hint

11=Color 255,150,100
12=Text 106,155,IDS_LoadScreen_Item_01_Title ;1st Hint Title
13=Wrap 200
14=Color 255,150,100
15=Text 106,166,IDS_LoadScreen_Item_01_Text ;1st Hint Text

21=Color 255,150,100
22=Text 106,200,IDS_LoadScreen_Item_02_Title ;2nd Hint Title
23=Wrap 200
24=Color 255,150,100
25=Text 106,211,IDS_LoadScreen_Item_02_Text ;2nd Hint Text

31=Color 255,150,100
32=Text 106,245,IDS_LoadScreen_Item_05_Title ;3rd Hint Title
33=Wrap 200
34=Color 255,150,100
35=Text 106,256,IDS_LoadScreen_Item_05_Text ;3rd Hint Text

41=Color 255,150,100
42=Text 400,155,IDS_LoadScreen_Item_03_Title ;4th Hint Title
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61=Color 255,150,100
62=Text 400,245,IDS_LoadScreen_Item_06_Title ;6th Hint Title
63=Wrap 200
64=Color 255,150,100
65=Text 400,256,IDS_LoadScreen_Item_06_Text ;6th Hint Text

```

If you want less/no text displayed, remove the text definitions from the ini file or the strings from strings.tdb.