

## Jed's VGUI - extra class menu images only. (Modified by INsane 2024)

This modification adjusts the team menu and class menus to show an extra image at the top right with a generic player image.

### See page 2 for images.

This is for people that loved that extra detail but didn't like the rest of Jed's HUD, in particular the fonts used.

The modification adjusts 6 text files (.res files) in `dod\resource\UI` that control the VGUI panels for team and class, Allied, Axis, British, Allied Para, Axis Para classes and one image for the team menu that shows three figures.

This adds 6 images to the HUD panels in `dod\gfx`.

### To install:

To install this on Linux or Windows I have used the "dod\_addon" folder method that you install in your Half-Life folder, this makes sure your custom files are not over righting the default files, link below on that...

<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-customisation-guides/113-how-to-add-custom-files-to-steam-day-of-defeat-1-3>

### To Find your "Half-Life" folder.

Go to your Steam Library and...

1. Right-click on the dod icon
2. Select "Manage" then "Browse Local files"
3. Your file manager will open in the "Half-Life" folder.
4. Place the "**dod\_addon**" folder in the "**Half-Life**" folder.







This will also work on other HUD's like mine, it just adds the images to the panels and shouldn't negatively affect other HUD's.

A reminder that this work is from JED, not me, I just took this part of his HUD and made an addon, his full HUD is on my website...

<https://sturmbot.org/index.php/downloads/download/10-day-of-defeat-gui-and-hud/21-jed-s-day-of-defeat-vgui-1-2>

INsane

Sturmbot.org

 <p><b>SELECT YOUR WEAPONS</b></p> <p><b>Allies</b></p> <ol style="list-style-type: none"> <li>Rifleman</li> <li>Staff Sergeant</li> <li>Master Sergeant</li> <li>Sergeant</li> <li>Sniper</li> <li>Support Infantry</li> <li>Machine Gunner</li> <li>Bazooka</li> </ol> <p>Random</p> <p><b>Rifleman Weaponry</b></p> <p><b>PRIMARY WEAPON: M1 Garand</b></p> <p>DAMAGE ACCURACY CONTROL RATE OF FIRE AMMO CAPACITY</p> <p><b>SECONDARY FUNCTION: BUTT-STOCK HIT</b></p> <p>Known as the 'rifle that won the war', the Garand provides this class with semi-automatic one shot kill capability. After learning to control the Garand's recoil, this weapon and class can turn the tide of a battle.</p> <p><b>OTHER WEAPONS:</b> Colt 1911 Pistol, Field Combat Knife, 2 Fragmentation Grenades</p> <p>There are currently 0 players of this class on your team</p>	 <p><b>SELECT YOUR WEAPONS</b></p> <p><b>Axis</b></p> <ol style="list-style-type: none"> <li>Grenadier</li> <li>Stosstruppe</li> <li>Unteroffizier</li> <li>Sturmtruppe</li> <li>Scharfschütze</li> <li>MG34-Schütze</li> <li>MG42-Schütze</li> <li>Panzerjäger</li> </ol> <p>Random</p> <p><b>Stosstruppe Weaponry</b></p> <p><b>PRIMARY WEAPON: K43</b></p> <p>DAMAGE ACCURACY CONTROL RATE OF FIRE AMMO CAPACITY</p> <p><b>SECONDARY FUNCTION: BUTT-STOCK HIT</b></p> <p>Germany's reply to the US M1 Garand and Soviet SVT40 rifles, the K43 provides semi-automatic one shot kill capability. After learning to control the K43's recoil, this weapon can turn the tide of a battle.</p> <p><b>OTHER WEAPONS:</b> Luger U8 Pistol, Field Spade, 2 Stick Grenades</p> <p>There are currently 0 players of this class on your team</p>
<p><b>Normal Allies Class Menu</b></p>	<p><b>Normal Axis Class Menu</b></p>
 <p><b>SELECT YOUR WEAPONS</b></p> <p><b>Allied Paratroopers</b></p> <ol style="list-style-type: none"> <li>Rifleman</li> <li>Staff Sergeant</li> <li>Master Sergeant</li> <li>Sergeant</li> <li>Sniper</li> <li>Support Infantry</li> <li>Machine Gunner</li> <li>Bazooka</li> </ol> <p>Random</p> <p><b>Rifleman Weaponry</b></p> <p><b>PRIMARY WEAPON: M1 Garand</b></p> <p>DAMAGE ACCURACY CONTROL RATE OF FIRE AMMO CAPACITY</p> <p><b>SECONDARY FUNCTION: BUTT-STOCK HIT</b></p> <p>Known as the 'rifle that won the war', the Garand provides this class with semi-automatic one shot kill capability. After learning to control the Garand's recoil, this weapon and class can turn the tide of a battle.</p> <p><b>OTHER WEAPONS:</b> Colt 1911 Pistol, Field Combat Knife, 2 Fragmentation Grenades</p> <p>There are currently 0 players of this class on your team</p>	 <p><b>SELECT YOUR WEAPONS</b></p> <p><b>Axis Paratroopers</b></p> <ol style="list-style-type: none"> <li>Grenadier</li> <li>Stosstruppe</li> <li>Unteroffizier</li> <li>Sturmtruppe</li> <li>Scharfschütze</li> <li>Fg42-Zweitbein</li> <li>Fg42-Zielfernrohr</li> <li>MG34-Schütze</li> <li>MG42-Schütze</li> <li>Panzerjäger</li> </ol> <p>Random</p> <p><b>Stosstruppe Weaponry</b></p> <p><b>PRIMARY WEAPON: K43</b></p> <p>DAMAGE ACCURACY CONTROL RATE OF FIRE AMMO CAPACITY</p> <p><b>SECONDARY FUNCTION: BUTT-STOCK HIT</b></p> <p>Germany's reply to the US M1 Garand and Soviet SVT40 rifles, the K43 provides semi-automatic one shot kill capability. After learning to control the K43's recoil, this weapon can turn the tide of a battle.</p> <p><b>OTHER WEAPONS:</b> Luger U8 Pistol, Field Spade, 2 Stick Grenades</p> <p>There are currently 0 players of this class on your team</p>
<p><b>Para Allies Class Menu</b></p>	<p><b>Para Axis Class Menu</b></p>
 <p><b>SELECT YOUR WEAPONS</b></p> <p><b>British</b></p> <ol style="list-style-type: none"> <li>Rifleman</li> <li>Sergeant Major</li> <li>Marksman</li> <li>Gunner</li> <li>PIAT</li> <li>Random</li> </ol> <p><b>Rifleman Weaponry</b></p> <p><b>PRIMARY WEAPON: Enfield</b></p> <p>DAMAGE ACCURACY CONTROL RATE OF FIRE AMMO CAPACITY</p> <p><b>SECONDARY FUNCTION: BAYONET</b></p> <p>With the smoothest action in the world, this rifle was one of the most accurate of the war. When compared to other bolt-action rifles of the time, it's 10 round magazine gave it a distinct advantage in ammunition capacity.</p> <p><b>OTHER WEAPONS:</b> Wheley Revolver, Fairbairn Sykes Combat Knife, 2 Fragmentation Grenades</p> <p>There are currently 0 players of this class on your team</p>	 <p><b>SELECT A TEAM</b></p> <p><b>SCENARIO: dod_kraftstoff</b></p> <p>DOD_KRAFTSTOFF by Chris 'Unreal' Scott (unreal@gamer.net.nz)</p> <p>October, 1944, Deep in Allied territory</p> <p>German forces, on a major offensive, have discovered an Allied fuel dump. Low on fuel for their tanks, the Axis troops decide to capture the town's supplies.</p> <p><b>Allied Objectives:</b></p> <ul style="list-style-type: none"> <li>- Defend the Fuel Truck</li> <li>- Defend the Fuel Dump</li> </ul> <p><b>Axis Objectives:</b></p> <ul style="list-style-type: none"> <li>- Capture the Fuel Truck</li> <li>- Capture the Fuel Dump</li> </ul> <p>Textures: Adam "Telnets" Grebinskiy's Grebinsk</p> <p>There are no players on this team</p>
<p><b>British Class Menu</b></p>	<p><b>Team Menu</b></p>