

These are only thumbnails! They are reduced to low res 200 pixels (high or wide) images

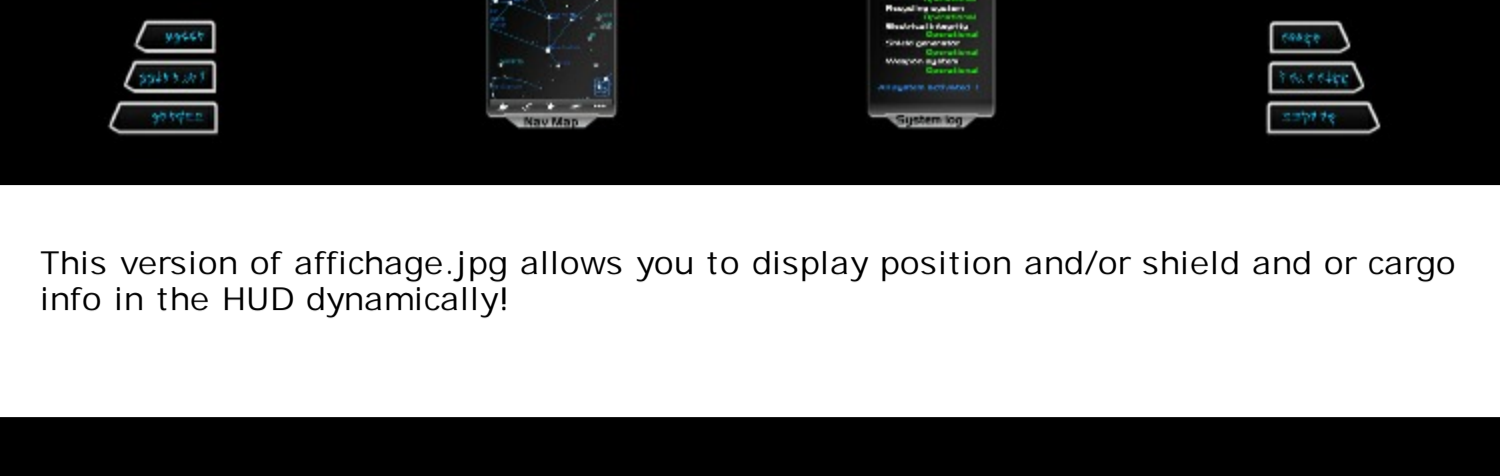
Note: The zip file of originals (89 in total) are all 200dpi - png files and of different sizes

To use the files just resize and/or crop and/or recolour

You can find the zipped file at SeeJay's site

Adding an affichage.jpg file into the HUD folder allows you to modify the instrument display.

These examples show where you can add extra graphics without them being 'erased' by the game's own dynamic displays. I suggest that you create your own affichage or look through the many HUD mods for a starter - you'll get a much better base resolution!



This version of affichage.jpg allows you to display position and/or shield and or cargo info in the HUD dynamically!



This is my present version showing the effect of affichage.jpg. The position and shield info is shown dynamically!

