



RES Structure Guide



A Sample RES File

```
"radioshack_serverDefence.res"
{
  "Background"
  {
    "ControlName" "MaterialImage"
    "fieldName" "Background"
    "xpos" "0"
    "ypos" "0"
    "zpos" "-2"
    "wide" "256"
    "tall" "256"

    "material" "dys_monitor1a"
  }
  "TitleLabel"
  {
    "ControlName" "Label"
    "fieldName" "TitleLabel"
    "xpos" "32"
    "ypos" "16"
    "wide" "192"
    "tall" "16"
    "autoResize" "0"
    "pinCorner" "0"
    "visible" "0"
    "enabled" "1"
    "tabPosition" "0"
    "labelText" "Server Defences Control"
    "textAlignment" "center"
    "dulltext" "0"
    "brighttext" "0"
    "wrap" "0"
  }
  "DisableDefence"
  {
    "ControlName" "MaterialButton"
    "fieldName" "DisableTurrets"
    "xpos" "32"
    "ypos" "96"
    "wide" "192"
    "tall" "64"
    "autoResize" "0"
    "pinCorner" "0"
    "visible" "1"
    "enabled" "1"
    "tabPosition" "2"
    "labelText" "Toggle Defences"
    "textAlignment" "center"
    "dulltext" "0"
    "brighttext" "0"
    "Default" "0"
    "command" "button1"
    "paintborder" "0"
    "font" "SpaceOneSmall"

    "enabledImage"
    {
      "material" "vgui/screens/vgui_button_enabled"
      "color" "255 255 255 255"
    }

    "mouseOverImage"
    {
      "material" "vgui/screens/vgui_button_hover"
      "color" "255 255 255 255"
    }

    "pressedImage"
    {
      "material" "vgui/screens/vgui_button_pushed"
      "color" "255 255 255 255"
    }

    "disabledImage"
    {
      "material" "vgui/screens/vgui_button_disabled"
      "color" "255 255 255 255"
    }
  }
}
}
```

Overall Structure Explained

1	"radioshack_serverDefence.res"	This is the name of the RES file.
2	{	
3	"Background"	This defines what the background of the screen will be (the camera image)
4	{	
5-13	...	
14	}	
15	"Title Label "	The title of the screen.
16	{	
17-32	...	
33	}	
34	"DisableDefences"	A button on the screen (you can have more than one by just adding more blocks of code like this one)
35	{	
36-54	...	
55	"enabledImage"	Ignore this, you dont need to change it.
56	{	
57-58	...	
59	}	
60	"mouseOverImage"	Ignore this, you dont need to change it.
61	{	
62-63	...	
64	}	
65	"pressedImage"	Ignore this, you dont need to change it.
66	{	
67-68	...	
69	}	
70	"disabledImage"	Ignore this, you dont need to change it.
71	{	
72-73	...	
74	}	
75	}	
76	}	

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