

There are two choices in the download. (See page 2-3 for images)

1. **Font fix only** – this adjusts and fixes two fonts that affect the scoreboard. If on a server with around 20 players, the player list will still go off the page. ClientScheme.res file only.
2. **32 Player Scoreboard fix** – This has many fixes to make the Scoreboard adjust to show 32 players. ClientScheme.res file, BottomSpectator.res, Scoreboard.res, Spectator.res.

This download was the result of a guide on Strumbot.org. You can use these files as a base to further edit, see that page...

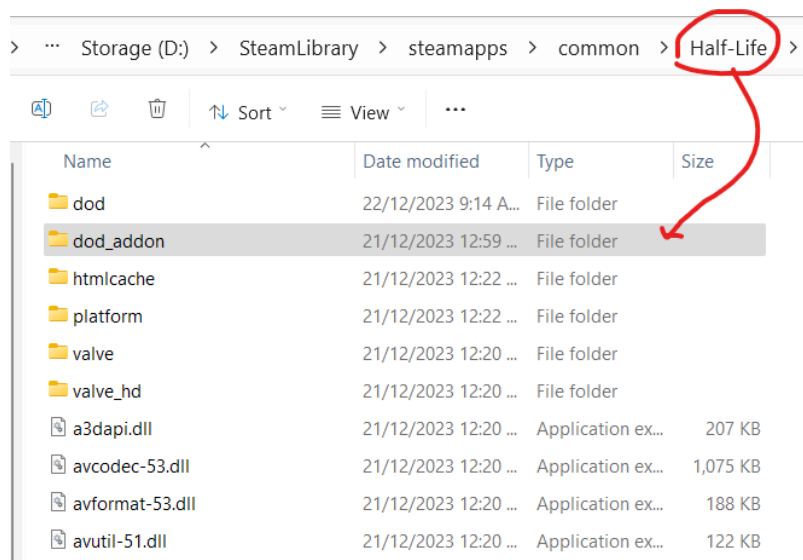
<https://sturmbot.org/index.php/dod-tutorials/day-of-defeat-customisation-guides/116-editing-the-dod-1-3-scoreboard#fixfonts>

To install:

1. Decide on a choice, go to the folder.
2. In the folder you will see a “Half-Life” folder.
3. The folder “dod_addon” goes in your Half-Life folder.

If installed correctly it would be...

Your Drive: \ **Your folder** \steamapps\common\Half-Life\dod_addon



This is the best way to install custom files of this type. It is outside your “dod” folder and will not be overwritten in an update.

To read more on that visit this page... <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>

What does this fix?

The default dod 1.3 scoreboard has some significant issues.

- "Default" font "Times New Roman" @ "13" tall is too big, it doesn't have a "dropshadow" (black around the text)
- "DefaultVerySmall" is for the Titles, its overlapping.
- Top and bottom spectator bars take up way too much space for what's in them
- The scoreboard itself...running off the screen.

The default files



Font fix only adjusts the fonts...



32 Player Scoreboard fix – full adjustments

SCOREBOARD FIXES FOR DOD STEAM 1.3

The screenshot displays the game interface during a match. On the left, there are five green stars representing team performance. The main scoreboard lists players for both teams, their classes, status, objective scores, kills, deaths, and ping. A red horizontal line separates the two teams' data.

	Class	Status	ObjScore	Kills	Deaths	Ping
Allies - 15 players			7	22	23	0
Pvt. Alexander		3	2	3	0	
Cpl. Cavett		3	0	2	0	
Pvt. Hannan		2	3	1	0	
Pvt. Wynn		2	3	2	0	
Pvt. Shroeffel		1	2	3	0	
2lt. Lindee		0	4	1	0	
Cpt. Ivy		0	4	1	0	
Gen. McManus		0	1	1	0	
1lt. Bingham		0	1	1	0	
Cpl. Bateman		0	1	2	0	
Cpl. Grose		0	1	2	0	
Cpt. Hamilton		0	0	1	0	
Pvt. Wright		0	0	1	0	
Sgt. Magowen		0	0	1	0	
1lt. Lytal		0	0	1	0	
Axis - 15 players		3	23	24	0	
Hptm. Kohler		2	3	2	0	
Gefr. Sprinkles		1	4	2	0	
Obst. Fishbach		0	7	2	0	
Gen. Meyers		0	5	1	0	
Gefr. Ahlers		0	1	1	0	
Gmnr. Schneider		0	1	2	0	
Uffz. Muller		0	1	2	0	
Gefr. Effinger		0	1	3	0	
1t. Stephan		0	0	0	0	
Uffz. Pfeifer		0	0	1	0	
Gmnr. Krohn		0	0	1	0	
Olt. Altmann		0	0	1	0	
Uffz. Kramer		0	0	2	0	
Gefr. Holtzhauer		0	0	2	0	
Gmnr. Hagermann		0	0	2	0	
Spectators - 1 player						

Below the scoreboard, the name "Insane [dodbits]" is visible. To the right, a minimap shows the current location of players, with a green star indicating the player's position. Below the minimap, names of nearby players are listed: Gen. Meyers, Obst. Fishbach, Cpl. Grose, Sgt. Magowen, Pvt. Alexander, Gen. Meyers, and Gefr. Ahlers.

At the bottom of the screen, there are three buttons: "Options", "Hptm. Kohler (100)", and "Free Chase Cam".