

CYBERPUNK

ASSETS PACK HUDs

USER GUIDE

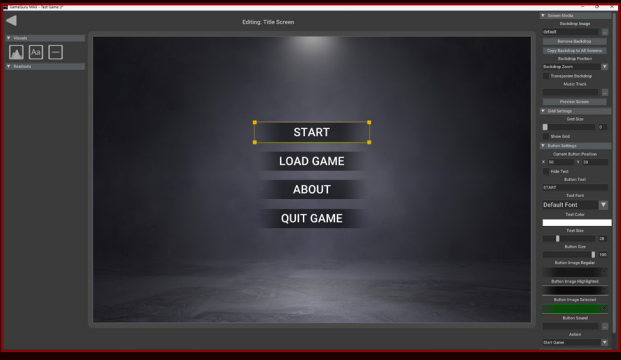
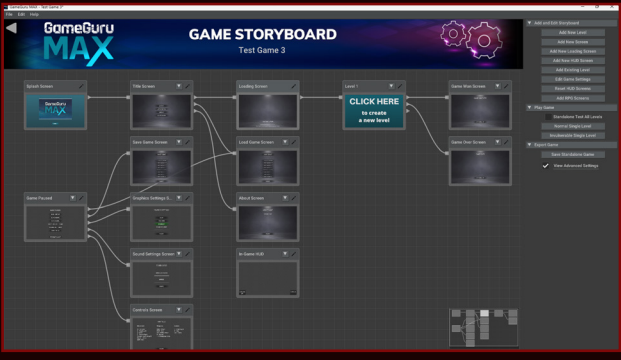
GameGuru
MAX

INTRODUCTION

The **Cyberpunk Assets Pack: HUDs** contains hundreds of 2D assets across four color themes: red, cyan, yellow, and white, and two styles: outline and solid. You'll find cyberpunk-themed **buttons** to interact with, **panels** to frame layouts, **icons** to illustrate concepts, and **statusbars** to visualize stats.

This user guide will help you understand how to combine these elements in GameGuru Max's HUD Editor to not only create layouts like the examples shown, but your own custom variations to suit the style of your game.

 **TIP:** this guide will not cover the basics of the **Game Storyboard** or **HUD Editor** - please read the **GameGuru Max User Guide**, and the **HUD Guide** available from the Help menu in GameGuru Max.



THEMES



Red
#FF1111F

Dark
#800808FF



Cyan
#02D7F2FF

Dark
#014B54FF



Yellow
#F2E900FF

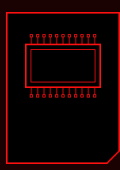
Dark
#7A7600FF



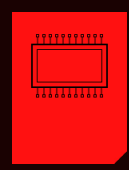
White
#FFFFFFF

Dark
#666666FF

STYLES



Outline

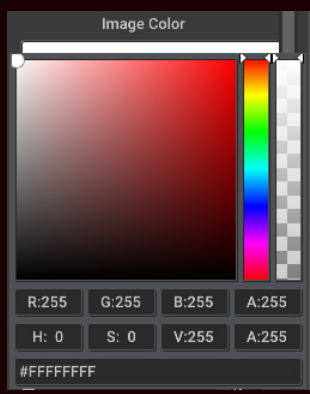


Solid

 **TIP:** Any white asset used for a non-button/statusbar image can be re-colored to your choice by changing its **Image Color** in the HUD Editor Properties Panel.

TYPOGRAPHY

The primary font used in these examples is **Orbitron-Bold**, which is one of the standard fonts provided with GameGuru Max. **DejaVuSansMono-Bold** is used as a secondary choice in some layouts.



STANDARD HUD SCREENS

GameGuru Max provides pre-made [Splash](#), [Title](#), [Loading](#), [In-Game](#), [Paused](#), [Save](#), [Load](#), [Controls](#), [Graphics](#), [Sound](#), [About](#), [Game Won](#), and [Game Over](#) screens. These can be selected in the Game Storyboard, and edited in the HUD Editor.

Title Screen (Red Theme Example)

Click **Title Screen** in the Game Storyboard to customize it with the Cyberpunk Assets Pack.



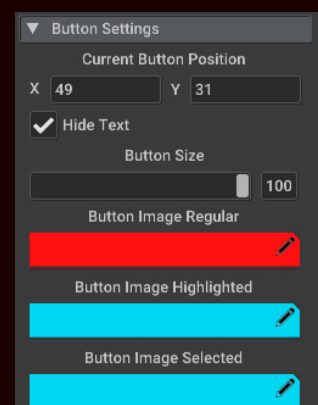
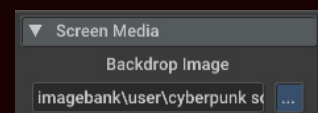
BACKGROUND IMAGE: screenshot from the Cyberpunk Booster Pack - City Streets DLC by Monkey Frog Studio, available separately (character designed in the Character Creator).

Change the default **Backdrop Image** to one of your own to suit your game.

Click the “Start” button in the HUD Editor, and change Button Image Regular to [blank_wide_solid_red.png](#), Button Image Highlighted to [blank_wide_solid_cyan.png](#), and Button Image Selected to [blank_wide_solid_cyan.png](#).

Position it in the editor and [tick](#) Hide Text in the Button Settings panel.

Currently, GameGuru Max centers text in buttons, so to left-justify them we need to hide the button text and manually add, and position, text boxes over the buttons.



Add a new text box with these settings and position it over the Start button.

Continue customizing the other buttons and creating new text boxes to achieve a similar layout as the example above.



TIP: “CREDITS” is used instead of “About” and a button was added which links to the Graphics Settings HUD in the Game Storyboard.



Try these variations using what we learned in the previous example, or create your own style.

Title Screen [Yellow Theme Example]



BACKGROUND IMAGE: screenshot from the Cyberpunk Booster Pack - City Streets DLC by Monkey Frog Studio, available separately (character designed in the Character Creator).

Title Screen [Outline Red Theme Example]



BACKGROUND IMAGE: screenshot from the Cyberpunk Booster Pack - City Streets DLC by Monkey Frog Studio, available separately (character designed in the Character Creator).

Loading Screen [Yellow Masked Example]

Click on **Loading Screen** in the Game Storyboard to customize it in the HUD Editor.

The example below uses an image to mask out the Backdrop Image to reveal the word “LOADING”.



BACKGROUND IMAGE: screenshot from the Cyberpunk Booster Pack - City Streets DLC by Monkey Frog Studio, available separately.

Change the **Backdrop Image** to one of your own.

Add a new image to the editor and change it to [panel_loading_mask_fullscreen_black.png](#). Position it at the center-top of the editor. Right-click it and select [Send to Back](#).

Customize the “Loading Level” text to suit your level, Font: [OrbitronBold](#), Color: [#F2E900FF](#), Text Size: 12

Customize the progress bar by changing Button Image Regular to [statusbar_xtra_wide_solid_yellow.png](#) and Button Image Highlighted to [statusbar_xtra_wide_solid_yellow_highlight.png](#) (or any other color theme provided).



TIP: Every level in your game can have its own Loading screen. Add them in the Game Storyboard and use different backdrop images and text to introduce each level.

Loading Screen (Red Fullscreen Example)

Try this variation using what we learned in the previous example, or create your own style.



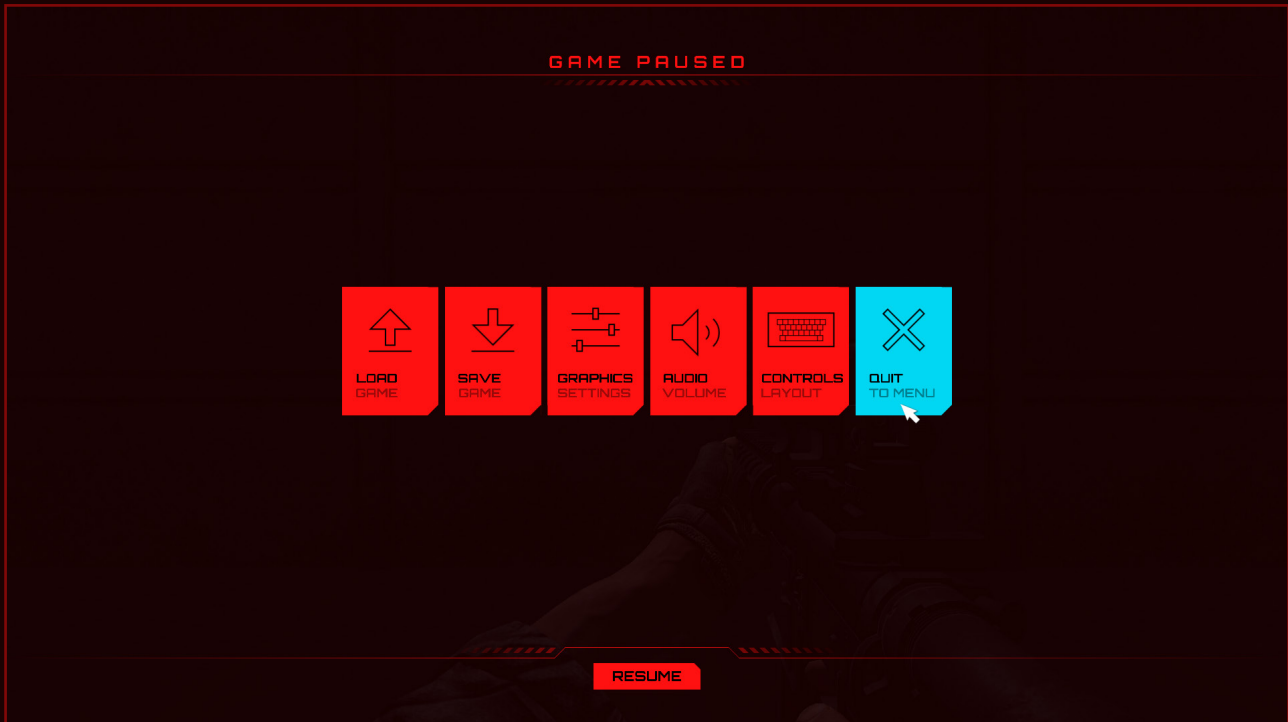
TIP: This example uses `panel_loading_fullscreen_red.png` as the mask and `statusbar_xtra_wide_solid_red.png` and `statusbar_xtra_wide_solid_red_highlight.png` for the loading bar.



BACKGROUND IMAGE: screenshot from the Cyberpunk Booster Pack - City Streets DLC by Monkey Frog Studio, available separately.

Paused Screen (Red Fullscreen Example)

Click **Game Paused** in the Game Storyboard to customize it in the HUD Editor. Use the following settings to reproduce the layout below.



Screen Media

Change Backdrop Image: [panel_fullscreen_red.png](#)

“Game Paused”

Change Text: “**G A M E P A U S E D**”, Font: **OrbitronBold**, Color: **#FF1111FF**, Size: 12

Load Button

Change Button Image Regular: [load_tall_solid_red.png](#), Button Image Highlighted: [load_tall_solid_cyan.png](#), Button Image Selected: [load_tall_solid_cyan.png](#), Hide Text: **Tick**

Load Button Text

Manually add text boxes over the top of the button to left-justify text.

Change Text: “**LOAD**”, Font: **OrbitronBold**, Color: **#000000FF**, Size: 9

Change Text: “**GAME**”, Font: **OrbitronBold**, Color: **#00000066**, Size: 9

Other buttons

Apply the same formula above with the appropriate images and text for each one.

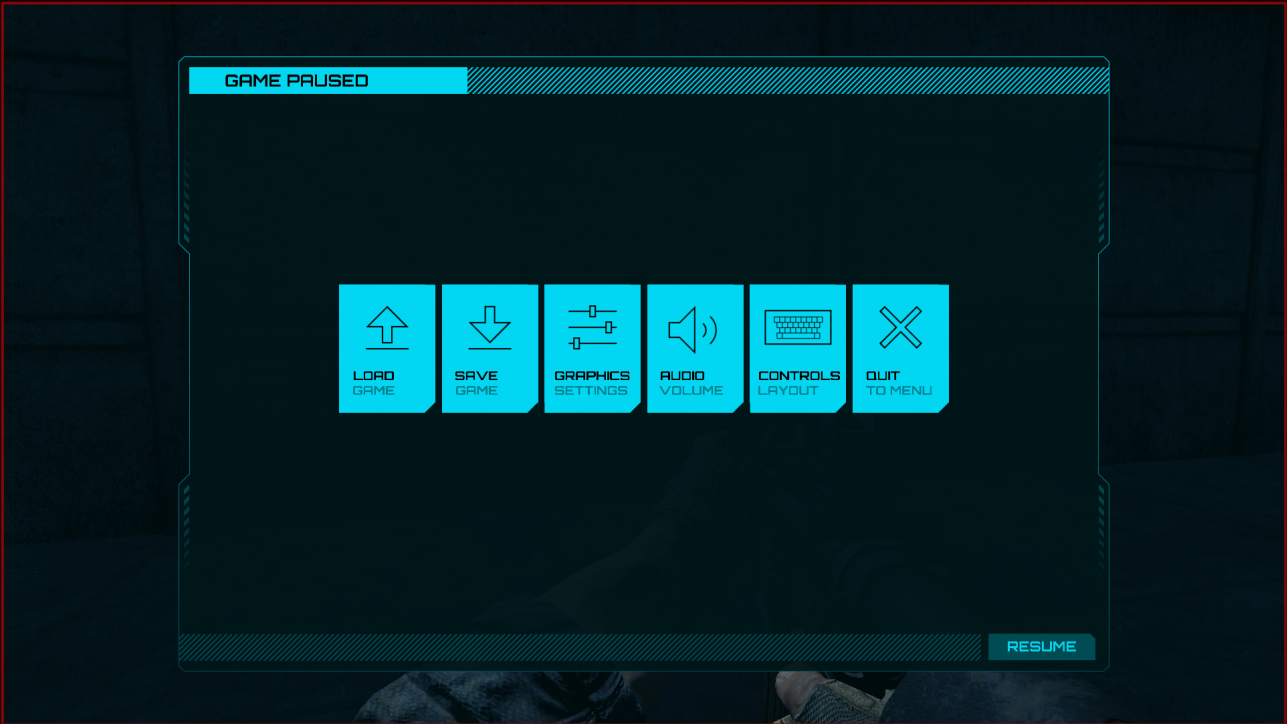
Resume Button

Change Button Image Regular: [blank_medium_solid_red.png](#), Button Image Highlighted: [blank_medium_solid_cyan.png](#), Button Image Selected: [blank_medium_solid_cyan.png](#), Font: **OrbitronBold**, Text Color: **#000000FF**, Text Size: 10

Paused Screen (Cyan Modal Example)

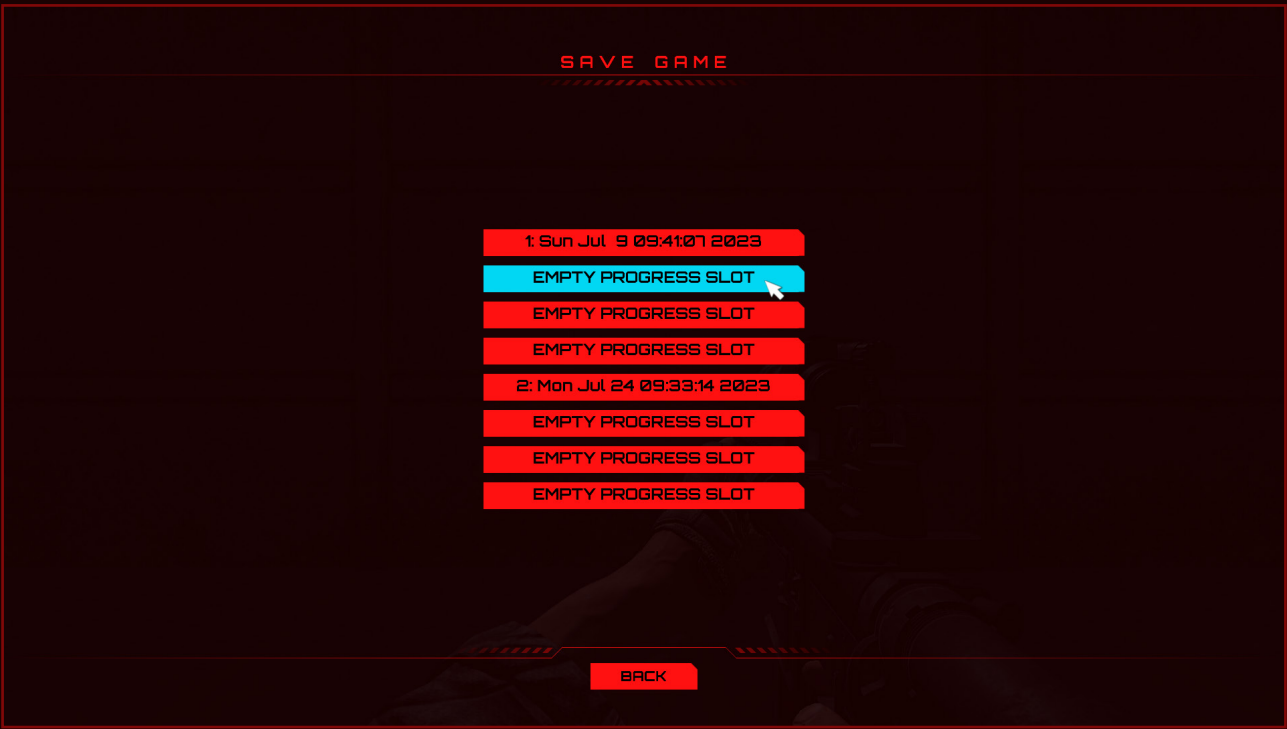
Try this variation using what we learned in the previous example, or create your own style.

 **TIP:** This example uses *panel_modal_fullscreen_cyan.png* as the Backdrop Image, *blank_medium_solid_dark_cyan.png* for the Resume button's Regular Image and *blank_medium_outline_fill_cyan.png* for its Highlight Image.



Save Screen (Red Fullscreen Example)

Click **Save Game Screen** in the Game Storyboard to customize it in the HUD Editor. Use the following settings to reproduce the layout below.



Screen Media

Change Backdrop Image: [panel_fullscreen_red.png](#)

“SAVE GAME”

This example uses a text box for the title but the default is a button. Currently, there is no way to delete it, so simply reduce its size and move it off the top of the screen. Add a text box using the following settings, then move it into position.

Change Text: “S A V E G A M E”, Font: [OrbitronBold](#), Color: [#FF1111FF](#), Size: 12

Save Slot Buttons

Change Button Image Regular: [blank_xtra_wide_solid_red.png](#), Button Image Highlighted: [blank_xtra_wide_solid_cyan.png](#), Button Image Selected: [blank_xtra_wide_solid_cyan.png](#), Font: [OrbitronBold](#), Text Color: [#000000FF](#), Text Size: 10

Back Button

Change Button Image Regular: [blank_medium_solid_red.png](#), Button Image Highlighted: [blank_medium_solid_cyan.png](#), Button Image Selected: [blank_medium_solid_cyan.png](#), Font: [OrbitronBold](#), Text Color: [#000000FF](#), Text Size: 10



TIP: The **Load Game Screen** contains the same elements, so you can replicate this layout for that HUD as well.

Graphics Settings Screen (Yellow Striped Example)

Click **Graphics Settings Screen** in the Game Storyboard to customize it in the HUD Editor. Use the following settings to reproduce the layout below.



Screen Media

Change Backdrop Image: [panel_stripes_fullscreen_yellow.png](#)

“GRAPHICS SETTINGS”

Change Text: “GRAPHICS”, Font: [OrbitronBold](#), Color: [#F2E900FF](#), Size: 27

Low Button

Change Button Image Regular: [graphics_low_tall_solid_dark_yellow.png](#), Button Image Highlighted: [graphics_low_tall_solid_yellow.png](#), Button Image Selected: [graphics_low_tall_solid_yellow.png](#), Hide Text: **Tick**. Manually add a text box over the top of the button to left-justify Text: “LOW”, Font: [OrbitronBold](#), Color: [#000000FF](#), Size: 10

Other buttons

Apply the same formula above for the MEDIUM and HIGH buttons.

“FIELD OF VIEW”

Change Font: **OrbitronBold**, Color: **#F2E900FF**, Size: **12**

Field of View Slider

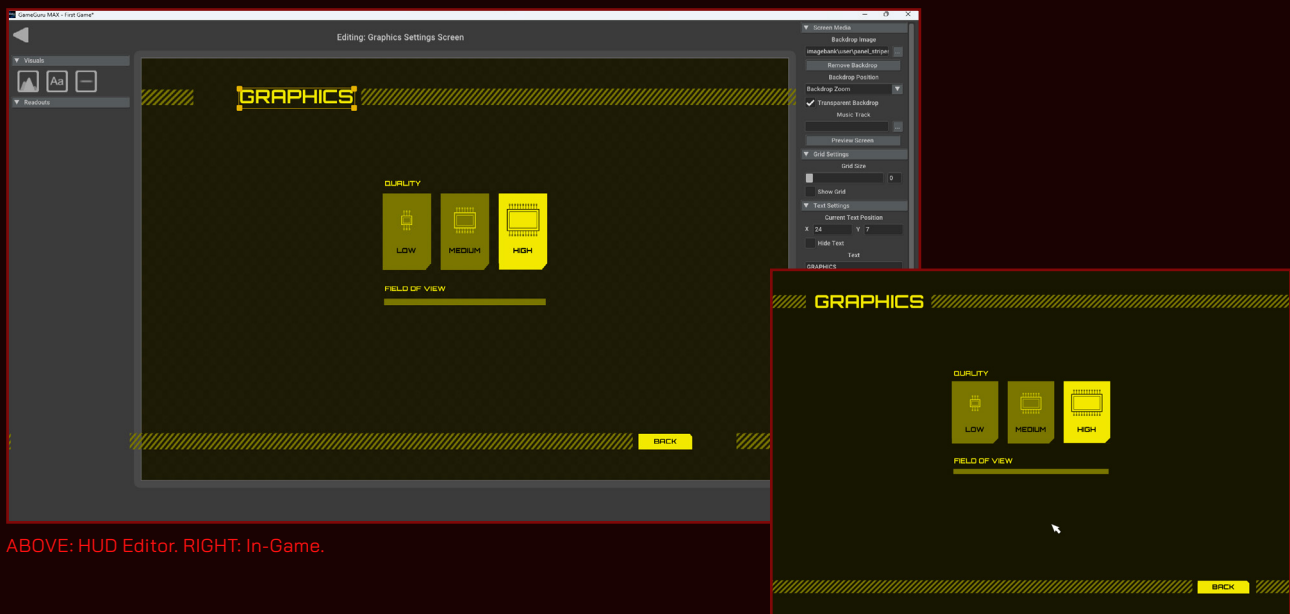
Change Button Image Regular: **statusbar_thick_xtra_wide_solid_yellow.png**, Button Image Highlighted: **statusbar_thick_xtra_wide_solid_yellow_highlight.png**

Back Button

Change Button Image Regular: **blank_medium_solid_yellow.png**, Button Image Highlighted: **blank_medium_solid_cyan.png**, Button Image Selected: **blank_medium_solid_cyan.png**, Font: **OrbitronBold**, Text Color: **#000000FF**, Text Size: **10**

Stripes

Add two images: **stripes_full_width_dark_yellow.png** and position one to the right of the GRAPHICS title and the other to the left of the BACK button.



ABOVE: HUD Editor. RIGHT: In-Game.



TIP: Currently, the HUD Editor isn't entirely accurate in visualizing the position of elements (see Editor vs In-Game above) so some trial-and-error is required to get everything to line up.

Controls Screen [Red Fullscreen Example]

Click **Controls Screen** in the Game Storyboard to customize it in the HUD Editor. Use the following settings to reproduce the layout below.

**Screen Media**

Change Backdrop Image: [panel_fullscreen_red.png](#)

"CONTROLS"

Change Font: [OrbitronBold](#), Text: "C O N T R O L S", Color: [#FF1111FF](#), Size: 12

"MOVEMENT", "WEAPONS", "ACTIONS"

Change Font: [OrbitronBold](#), Color: [#02D7F2FF](#), Size: 12

Text Areas

Change Font: [OrbitronBold](#), Color: [#FF1111FF](#), Size: 10

Keys and Mouse Icons

Images: [Add as above](#)



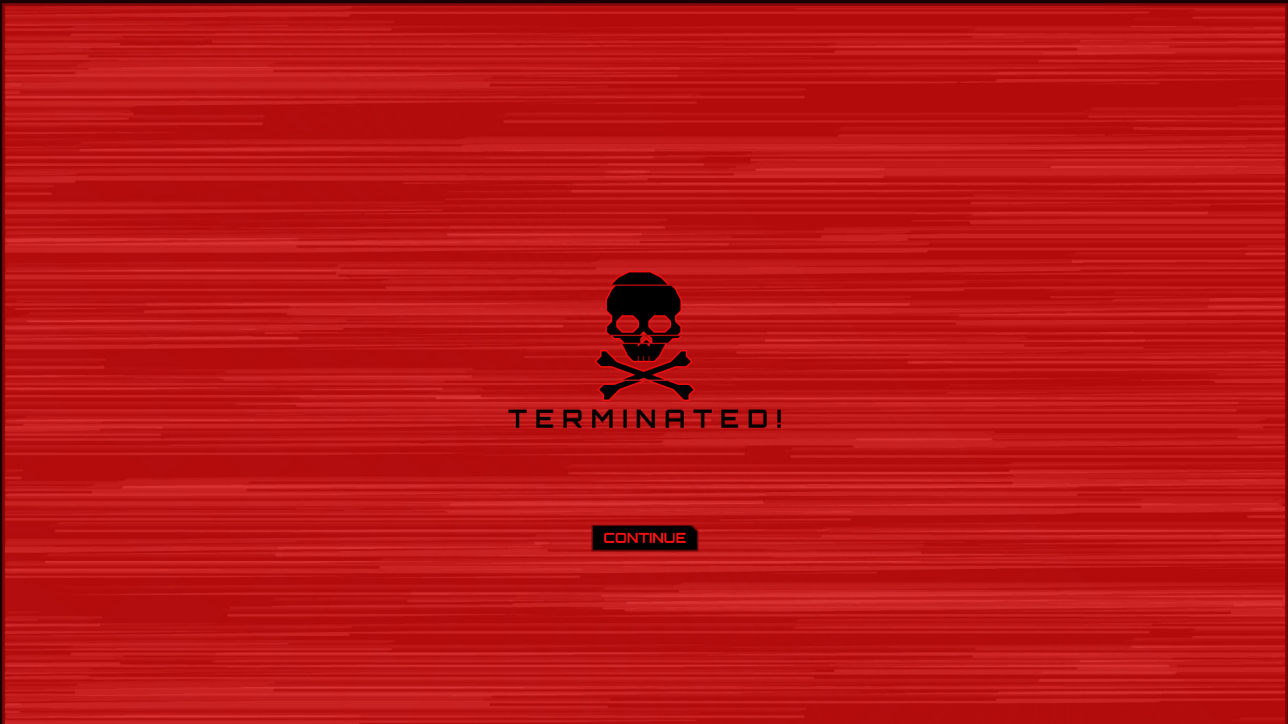
TIP: Every letter of the alphabet is included in the pack to cover any custom keyboard actions you may set up in your game.

Back Button

Change Button Image Regular: [blank_medium_solid_red.png](#), Button Image Highlighted: [blank_medium_solid_cyan.png](#), Button Image Selected: [blank_medium_solid_cyan.png](#), Font: [OrbitronBold](#), Text Color: [#000000FF](#), Text Size: 10

Game Over Screen [Red Fullscreen Example]

Click **Game Over Screen** in the Game Storyboard to customize it in the HUD Editor. Use the following settings to reproduce the layout below.



Screen Media

Change Backdrop Image: [panel_glitch_fullscreen_red.png](#)

"GAME OVER"

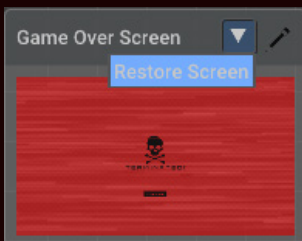
Change Font: [OrbitronBold](#), Text: "T E R M I N A T E D !", Color: [#000000FF](#), Size: 18

Skull Image

Add a new image: [skull_glitch_large_outline_red.png](#) and position it in the middle of the screen.

Continue Button

Change Button Image Regular: [blank_medium_outline_dark_red.png](#), Button Image Highlighted: [blank_medium_outline_red.png](#), Button Image Selected: [blank_medium_outline_red.png](#), Font: [OrbitronBold](#), Text Color: [#FF1111FF](#), Text Size: 10.



TIP: Most default HUD Screens can be individually reset if you make a mistake. Just click the dropdown arrow next to the HUD title in the Game Storyboard and select Restore Screen.

IN-GAME HUD

GameGuru Max provides default in-game information such as Health Remaining, Maximum Health, Ammo Remaining, Maximum Ammo, Weapon Held and Weapon Firemode. You can delete any of these, add new ones (such as Money, Stamina, Armor, etc) and change the style of some from numbers to statusbars.

Click **In-Game HUD** in the Game Storyboard to customize it in the HUD Editor.

In-Game HUD (Radar Cyan Theme)

This In-Game HUD displays the player's Money, Radar, Health, Ammo and Weapon Held.



Money

Add an **image**: [money_solid_cyan.png](#) and position as above.

Add a **User Defined Global Text** and change it to: [OrbitronBold](#), Color: [#02D7F2FF](#), Size: [12](#), Custom Value: [MyMoney](#) and position it next to the icon.

Radar

This is defined by the Radar Behavior in the 3D Level Editor, rather than in the HUD Editor. For more information on Behaviors go to the Help menu > Guides folder > Behaviors folder > [Max_Using_Behaviors_Guide.pdf](#). Change the **Imagefile** to [radar_combined_outline_fill_cyan.png](#) for a Fixed radar style, or [radar_outline_fill_cyan.png](#) for the Rotating style.

Health

Change the **Health Panel** readout to: [health_ecg_solid_cyan.png](#).

Change the **Health Remaining** readout Font: [OrbitronBold](#), Color: [#02D7F2FF](#), Size: [12](#).

Add a **User Defined Global Statusbar** and change Button Image Regular to [statusbar_xtra_wide_solid_cyan.png](#), Button Image Highlighted to [statusbar_xtra_wide_solid_cyan_highlight.png](#), and User Defined Global Names to [Health Remaining](#) and [Maximum Health](#).

Weapon & Ammo

Change the **Ammo Panel** to [hud_wide_outline_fill_cyan_dark.png](#).

Change the **Weapon Held** readout Size to: [80](#), Color: [#02D7F2FF](#).

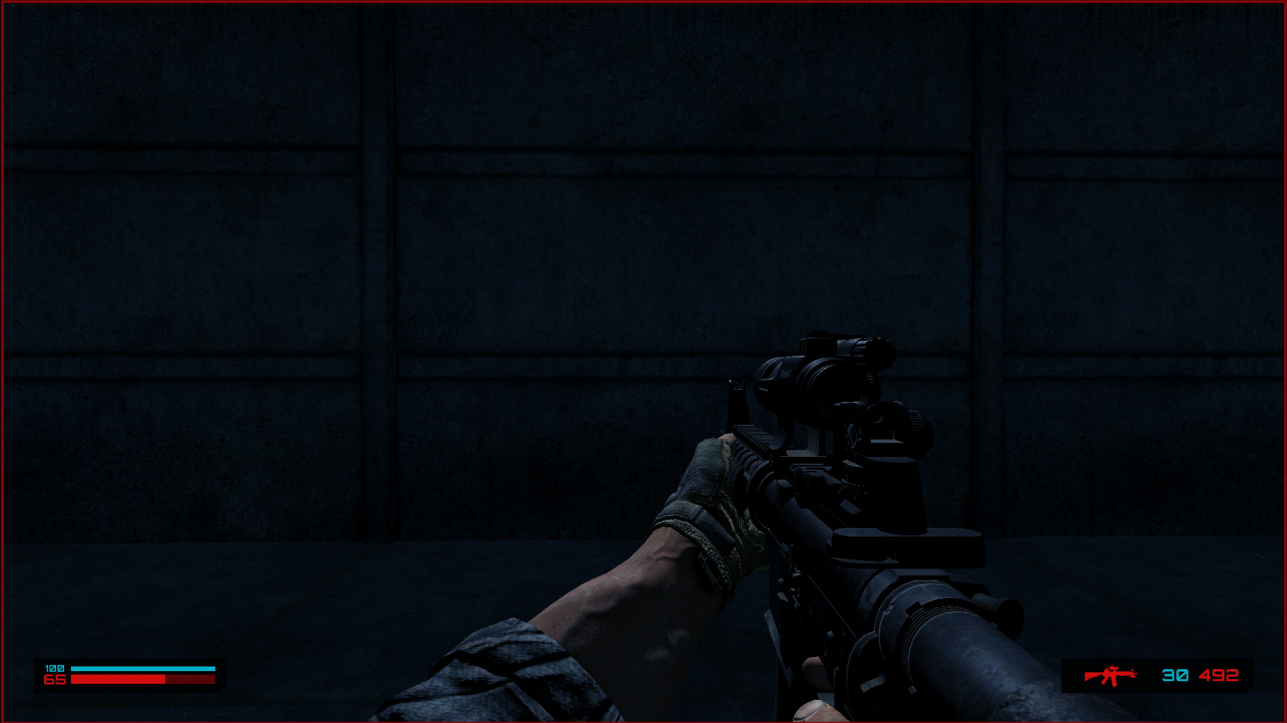
Change the **Ammo Remaining** readout Font: [OrbitronBold](#), Color: [#02D7F2FF](#), Size: [12](#).

Change the **Maximum Ammo** readout Font: [OrbitronBold](#), Color: [#02D7F2FF](#), Size: [8](#).

Use the steps learned in the previous examples to reproduce these layouts, or create your own style.

In-Game HUD (Minimal Red Theme)

 **TIP:** Use `hud_chip_xtra_wide_solid_black.png` for the background panels and experiment with the size and color of the elements to achieve a similar layout.



More In-Game HUD layout inspiration

 **TIP:** Use `hud_chip_xtra_wide_solid_black.png` for the Armor and Health panels, and `hud_ammo_contrast_cyan.png` for the Ammo Panel. Experiment with the size and color of the elements to reproduce a similar layout.



More In-Game HUD layout inspiration

 **TIP:** The Health and Armor panels are actually statusbars. For the Health statusbar use *statusbar_chip_red.png* for Bar Image Regular and *statusbar_chip_red_highlight.png* for Bar Image Highlighted. For the Armor statusbar, use the cyan versions. All other panels are static.



More In-Game HUD layout inspiration

 **TIP:** The weapon layout is constructed from two stacked Ammo Panels: *hud_wide_outline_fill_cyan_dark.png*, and the font used for the ammo readout is *DejaVuSansMono-Bold*.



RPG HUDs

You can introduce RPG elements into your game which can be visualized and interacted with using GameGuru Max's RPG HUDs.



TIP: For more information on RPG Screens go to the Help menu > Guides Folder > HUD folder > Max_HUD_Guide.pdf.

Click **Add RPG Screens** in the Game Storyboard to add Inventory (HUD Screen 2), Player (HUD Screen 3), Map (HUD Screen 4), Shop (HUD Screen 5), Chest (HUD Screen 6), Crafting (HUD Screen 7) and Quests (HUD Screen 8).

We'll start with the Inventory to demonstrate how to use the assets. Click **HUD Screen 2** in the Game Storyboard to customize it in the HUD Editor.

Inventory [Red Modal Theme]

This screen displays the player's inventory, money, hotkeys, selected item description, and the ability to drop or use the selected item.



Background Panel

Currently, RPG Screens don't include a Backdrop Image setting, so choose one of the existing images and change it to: [panel_modal_fullscreen_red.png](#) and position center-top of the HUD Editor. Right-click it and select [Send to Back](#). Change Image Size: 100, Image Color: #FFFFFFF.

Inventory Panel

Click the other existing image and change it to: [panel_chip_large_outline_red.png](#) and position as above. Change Image Size: 100, Image Color: #FFFFFFF.

Inventory Grid

Click the User Defined Global Panel (User Defined Global Name: [inventory:player](#)) and change it to: [grid_6x6_outline_fill_dark_red.png](#) and position as above.

Scrollbar

Click the User Defined Global Image (User Defined Global Name: [scrollbar:box](#)) and change it to: [scroll_box_red.png](#) and position as above.

Click the User Defined Global Image (User Defined Global Name: [scrollbar:handle](#)) and change it to: [scroll_handle_red.png](#) and position as above.

“INVENTORY”

Change Font: **OrbitronBold**, Color: **#000000FF**, Size: **14** and position as above.

“YOUR GOLD”

Change Font: **OrbitronBold**, Text: “CREDIT\$”, Color: **#FF1111FF**, Size: **14** and position as above.

“90”

Click the User Defined Global Text (User Defined Global Name: **MyMoney**) and change Font: **OrbitronBold**, Color: **#FF1111FF**, Size: **14** and position as above.

“{text}”

Click the User Defined Global Text (User Defined Global Name: **selected:title**) and change Font: **OrbitronBold**, Color: **#FF1111FF**, Size: **12** and position as above (see “Old Cassette”).

Use & Drop Buttons

Change Button Image Regular: **blank_medium_solid_red.png**, Button Image Highlighted: **blank_medium_solid_cyan.png**, Button Image Selected: **blank_medium_solid_cyan.png**, Font: **OrbitronBold**, Text Color: **#000000FF**, Text Size: **10** and position as above.

Hotkeys

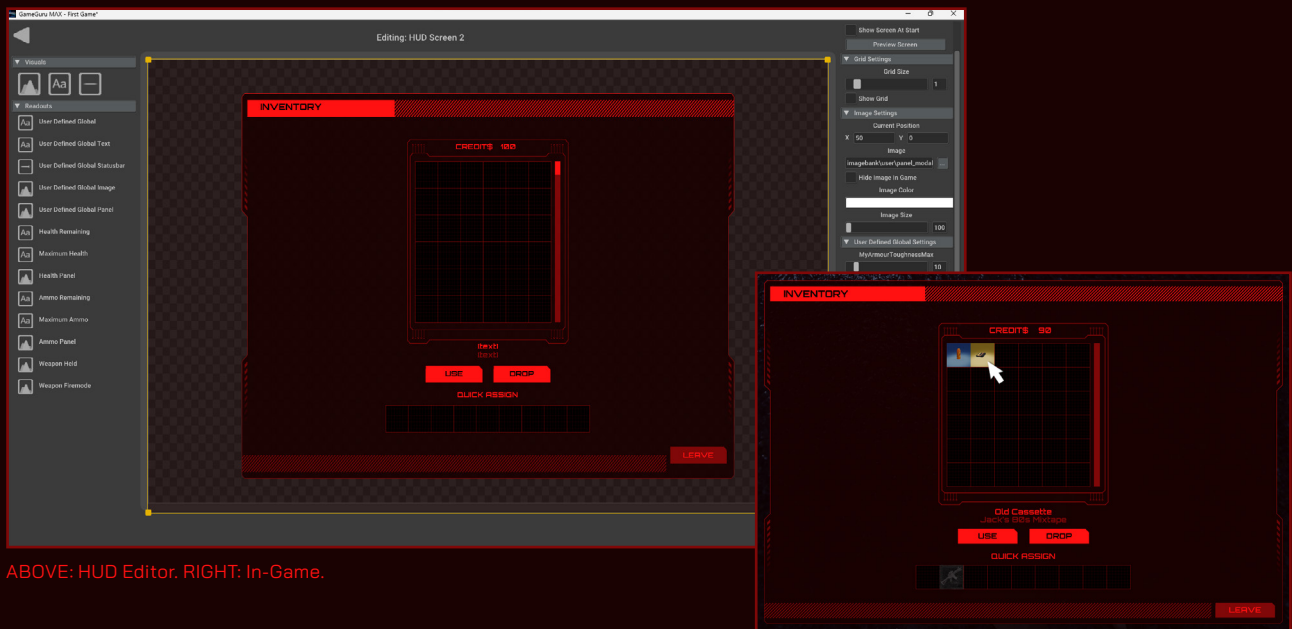
Click the User Defined Global Panel (User Defined Global Name: **inventory:hotkeys**) and change it to: **grid_9x1_outline_fill_dark_red.png** and position as above.

Leave Button

Change Button Image Regular: **blank_medium_solid_dark_red.png**, Button Image Highlighted: **blank_medium_outline_fill_red.png**, Button Image Selected: **blank_medium_outline_fill_red.png**, Font: **OrbitronBold**, Text Color: **#FF1111FF**, Text Size: **10** and position as above.



TIP: The layout above removes the Selected Item’s Image, but adds the Selected Item’s Description. Use what you’ve learned to replicate it, or make it your own!



ABOVE: HUD Editor. RIGHT: In-Game.

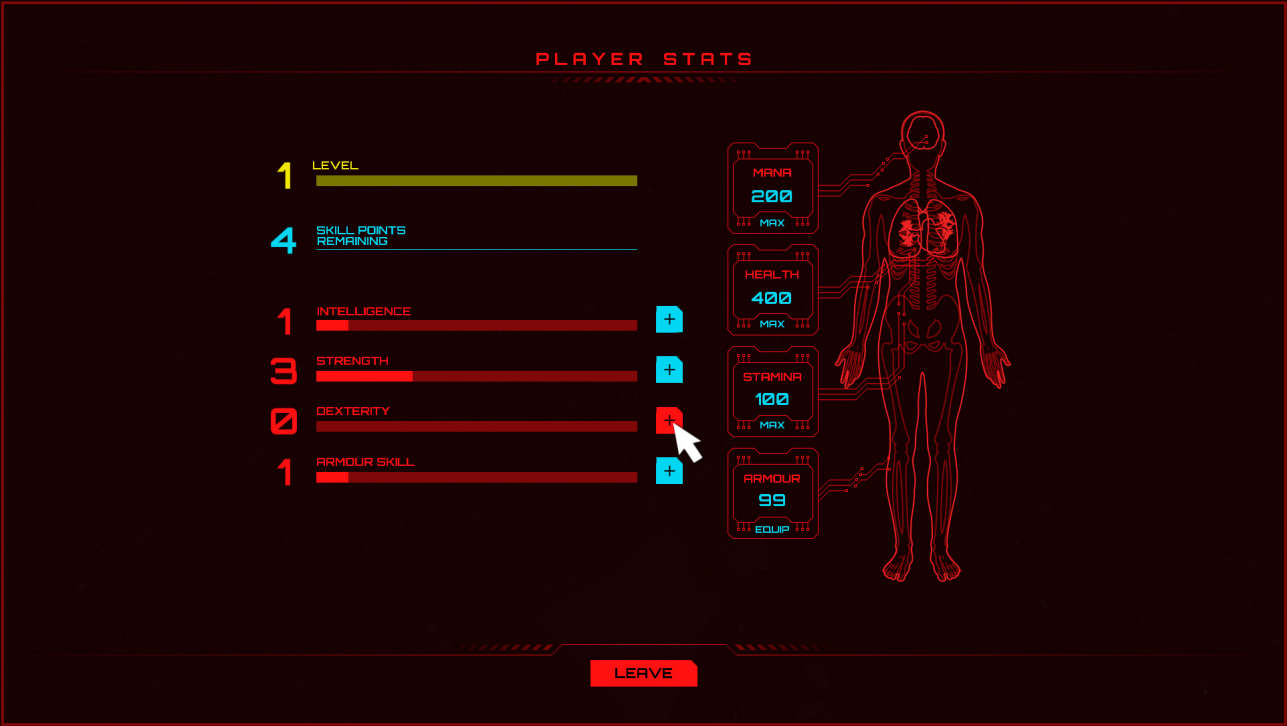


TIP: Currently, the HUD Editor is not entirely accurate in visualizing elements’ vertical positions or heights (see Editor vs In-Game above) so some trial-and-error is required to get everything to line up.

Use the steps learned in the previous examples to reproduce these layouts, or create your own style.

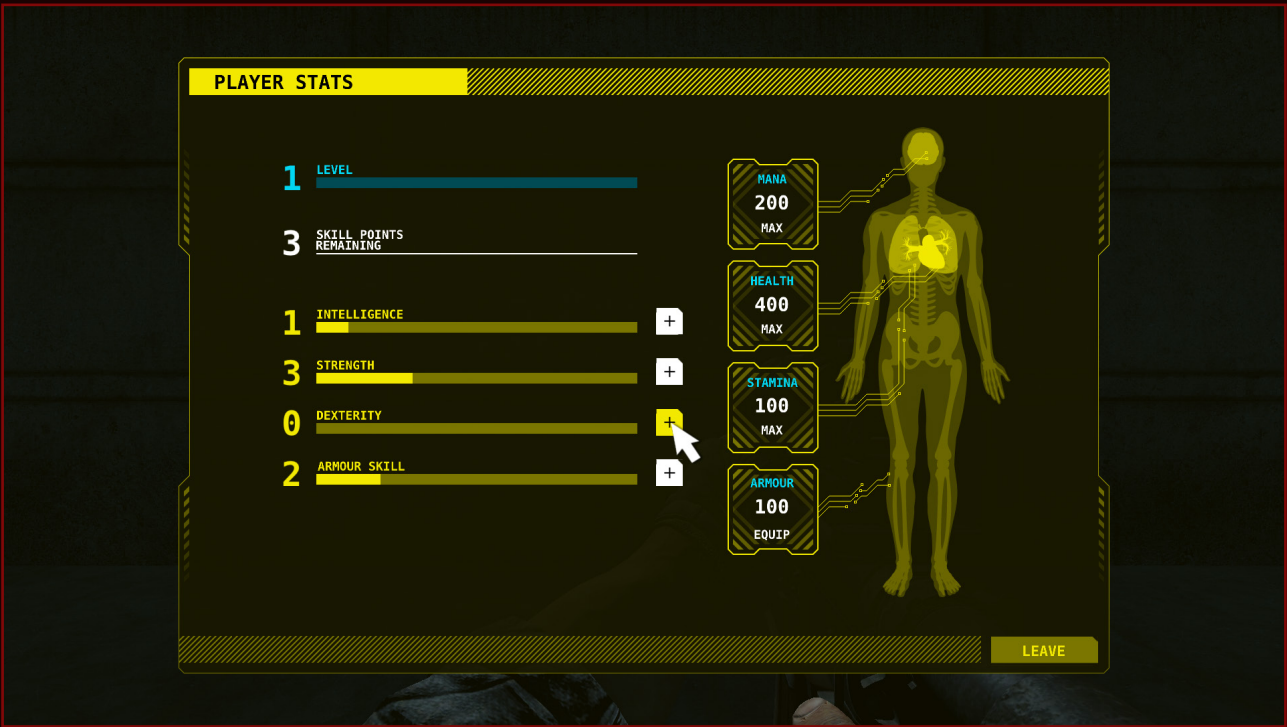
Player (Red Fullscreen Theme)

 **TIP:** This example uses *panel_anatomy_outline_red.png* to frame the player's RPG stats. All the labels are just text boxes so you can customize them to suit your needs. For more info on the Player HUD, watch Blood Moon Interactive's video tutorial at youtu.be/uwa4qVfra-4



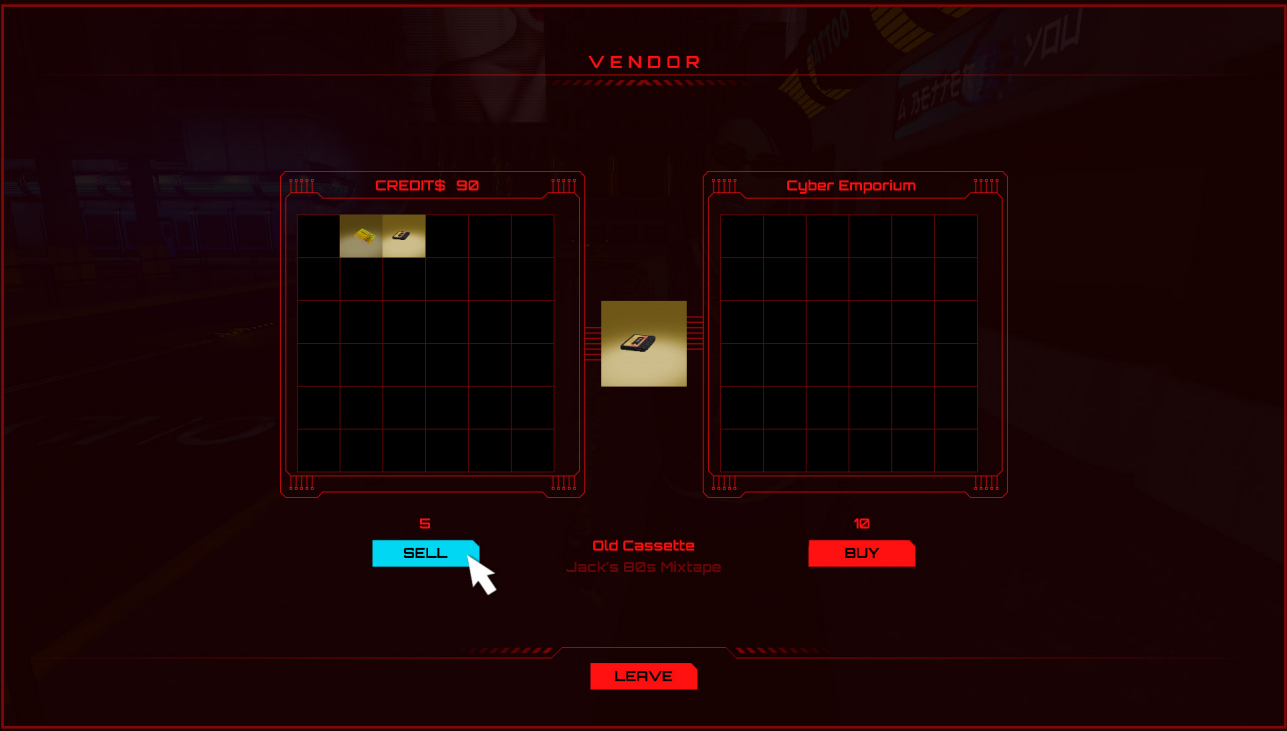
Player (Yellow Modal Theme)

 **TIP:** This variation uses *panel_modal_fullscreen_yellow.png* as the background, *panel_anatomy_solid_yellow.png* to frame the player's RPG stats, and *DejaVuSansMono-Bold* for the font.



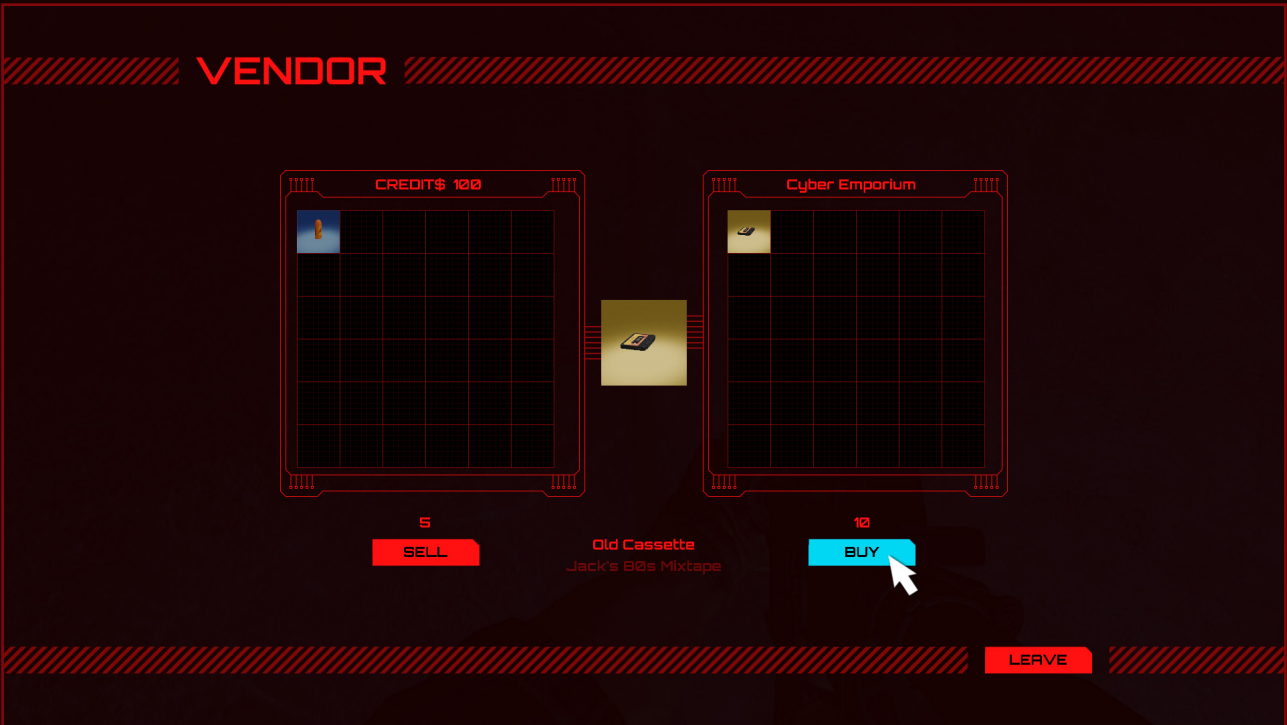
Shop [Red Fullscreen Theme]

 **TIP:** This example uses *panel_chip_double_large_outline_red.png* to frame the two 6x6 grids. For more information on the Shop and Chest HUDs, watch Blood Moon Interactive's video tutorial at youtu.be/IYvxLMYM8aA



Shop [Red Striped Theme]

 **TIP:** This variation uses *panel_stripes_fullscreen_red.png* in the background, and two copies of *stripes_full_width_dark_red.png* at the top and bottom.

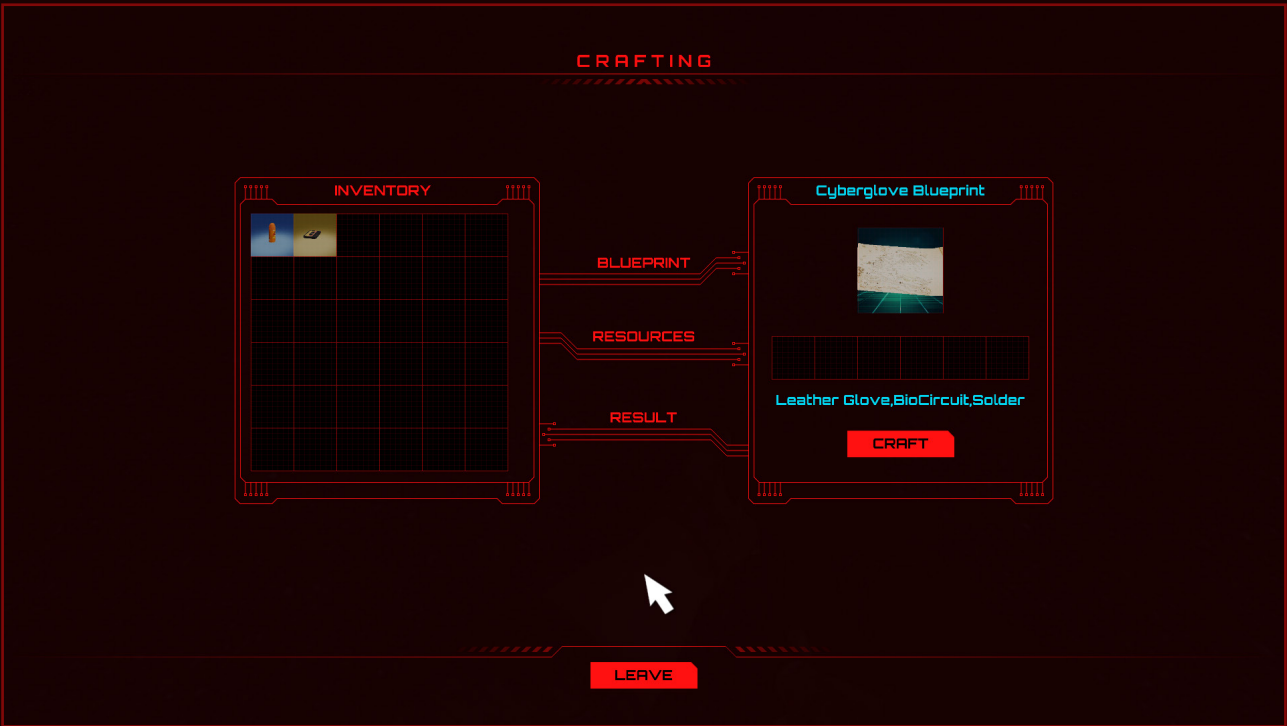


Chest (Red Fullscreen Theme)



Crafting (Red Fullscreen Theme)

 **TIP:** This example uses *panel_chip_crafting_large_outline_red.png* to frame the Inventory and Crafting areas. All labels are just text boxes so you can customize them to your needs. For help with the Crafting HUD, watch Blood Moon Interactive's video tutorial at youtu.be/51oPrYWk5CQ



FURTHER HELP

Read the [GameGuru Max User Guide](#), available from the Help menu > User Guide.

Read the [GameGuru Max HUD Guide](#), available from the Help menu > Guides folder > HUD folder > [Max_HUD_Guide.pdf](#)

Watch the HUD video tutorials by Blood Moon Interactive at youtube.com/@bloodmooninteractive

Join the GameGuru Max community on Discord at discord.gg/BNWqNAYV



GameGuru Max User Guide



GameGuru Max HUD Guide



Blood Moon Interactive Youtube Channel

CREDITS

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City backgrounds in some examples use screenshots from the [Cyberpunk Booster Pack - City Streets DLC](#) by Monkey Frog Studio, available at store.steampowered.com/app/2339070/GameGuru_MAX_Cyberpunk_Booster_Pack_City_Streets/



Cyberpunk Booster Pack - City Streets by Monkey Frog Studio

HAVE FUN

Thanks so much for purchasing the [Cyberpunk Assets Pack: HUDs](#). I hope this kit contributes in some small way to making your own cool cyberpunk game!

Cheers,
Roberto ([Melburnian on Discord](#))