

1 . MERC



MERC\_X\_TO\_CLOSE\_VIDEO\_X  
MERC\_X\_TO\_CLOSE\_VIDEO\_Y

MERC\_X\_VIDEO\_TITLE\_X  
MERC\_X\_VIDEO\_TITLE\_Y

MERC\_VIDEO\_BACKGROUND\_X  
MERC\_VIDEO\_BACKGROUND\_Y  
MERC\_VIDEO\_BACKGROUND\_WIDTH  
MERC\_VIDEO\_BACKGROUND\_HEIGHT

MERC\_VIDEO\_FACE\_X  
MERC\_VIDEO\_FACE\_Y

MERC\_VIDEO\_FACE\_WIDTH  
MERC\_VIDEO\_FACE\_HEIGHT



**Pliki STI :**

**AccountBox.sti**

**FilesBox.sti**

**MERCSymbol.sti**

**SpecPortrait.sti**

**Arrow.sti**

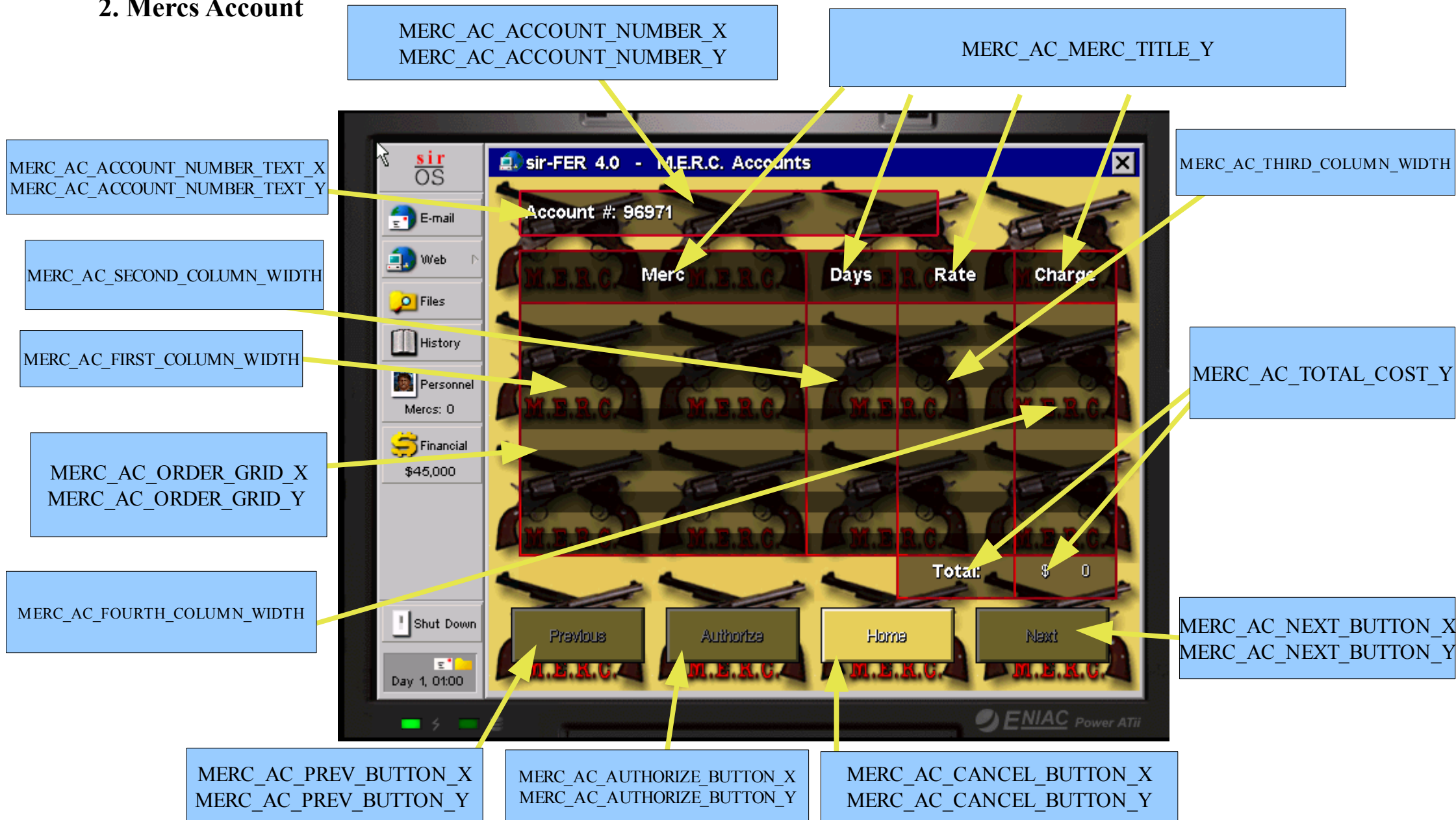
**SpeckComWindow.sti**

**SmallButtons.sti**

**MERCBackGround.sti**

**CloseButton.sti**

## 2. Merces Account





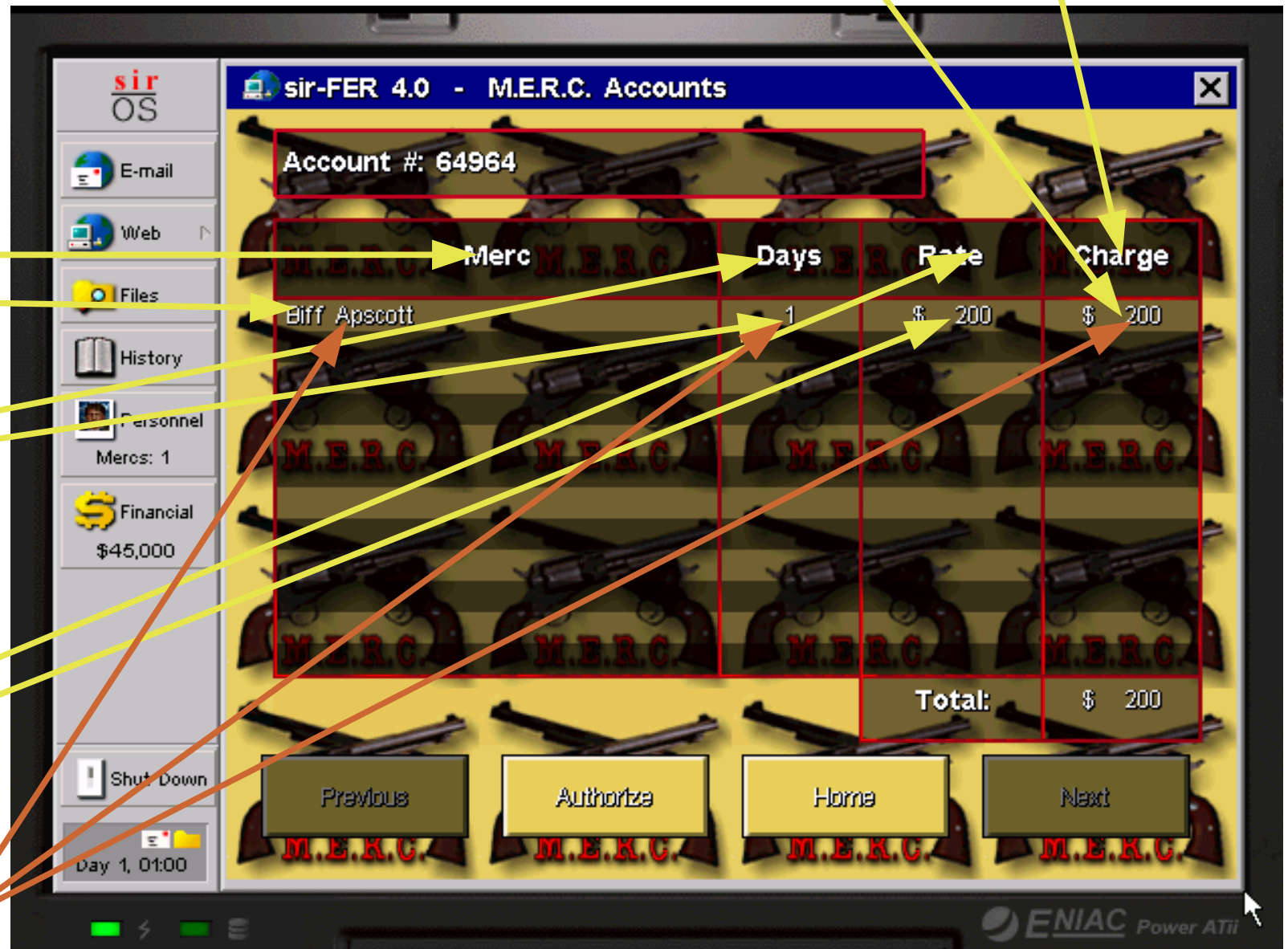
MERC\_AC\_FOURTH\_COLUMN\_X

MERC\_AC\_FIRST\_COLUMN\_X

MERC\_AC\_SECOND\_COLUMN\_X

MERC\_AC\_THIRD\_COLUMN\_X

MERC\_AC\_FIRST\_ROW\_Y



**Pliki STI :**

**OrderGrid0.sti**

**AccountNumber.sti**

**BigButtons.sti**

### 3 Merc Account

MERC\_FILES\_PORTRAIT\_BOX\_X  
MERC\_FILES\_PORTRAIT\_BOX\_Y

MERC\_NAME\_X  
MERC\_NAME\_Y

MERC\_FILES\_STATS\_BOX\_X  
MERC\_FILES\_STATS\_BOX\_Y

MERC\_FACE\_X  
MERC\_FACE\_Y

MERC\_FACE\_WIDTH  
MERC\_FACE\_HEIGHT

MERC\_BIO\_TEXT\_X  
MERC\_BIO\_TEXT\_Y  
MERC\_BIO\_WIDTH

MERC\_FILES\_BIO\_BOX\_X  
MERC\_FILES\_BIO\_BOX\_Y

MERC\_ADD\_BIO\_TITLE\_X  
MERC\_ADD\_BIO\_TITLE\_Y

MERC\_ADD\_BIO\_TEXT\_X  
MERC\_ADD\_BIO\_TEXT\_Y  
MERC\_ADD\_BIO\_WIDTH

MERC\_FILES\_PREV\_BUTTON\_X  
MERC\_FILES\_PREV\_BUTTON\_Y

MERC\_FILES\_HIRE\_BUTTON\_X  
MERC\_FILES\_HIRE\_BUTTON\_Y

MERC\_FILES\_BACK\_BUTTON\_X  
MERC\_FILES\_BACK\_BUTTON\_Y

MERC\_FILES\_NEXT\_BUTTON\_X  
MERC\_FILES\_NEXT\_BUTTON\_Y



```
//Zalecane MERC_BIO_INFO_TEXT_SIZE = 800  
MERC_BIO_INFO_TEXT_SIZE    = 800
```

```
//Zalecane MERC_BIO_ADD_INFO_TEXT_SIZE = 320  
MERC_BIO_ADD_INFO_TEXT_SIZE = 320
```

```
//Zalecane MERC_BIO_SIZE = 1120  
MERC_BIO_SIZE = 1120
```

**Pliki :**



MERC\_SPACE\_BN\_LINES  
odstęp między wierszami

<b>Biff Apscott</b>			
Health	73	Experience Lvl	2
Agility	74	Marksmanship	57
Dexterity	71	Mechanical	4
Strength	41	Explosive	24
Leadership	13	Medical	24
Wisdom	58	<b>Salary: 200 Per Day</b>	



MERC\_PORTRAIT\_TEXT\_OFFSET\_Y

MERC\_STATS\_SECOND\_NUM\_COL\_X

MERC\_STATS\_SECOND\_COL\_X

MERC\_STATS\_FIRST\_NUM\_COL\_X

MERC\_STATS\_FIRST\_COL\_X

MERC\_HEALTH\_Y  
przesunięcie wszystkich parametrów na osi Y

4. NO Account

MERC\_NO\_ACCOUNT\_IMAGE\_X  
MERC\_NO\_ACCOUNT\_IMAGE\_Y

MERC\_NA\_SENTENCE\_X  
MERC\_NA\_SENTENCE\_Y  
MERC\_NA\_SENTENCE\_WIDTH

MERC\_OPEN\_BUTTON\_X  
MERC\_OPEN\_BUTTON\_Y

MERC\_CANCEL\_BUTTON\_X  
MERC\_CANCEL\_BUTTON\_Y



**Pliki :**

NoAccountBox.sti

BigButtons.sti