

FunkeyGlow 2.0 Manual

Disclaimer: All responsibility for any damages that result from using this software lies with the user.

Requirements: .NET framework 3.5 or higher.

This small utility can be used to create color changing glows for Left 4 Dead. The glows that can be changed are listed on the left side, to get information about a specific glow hover over the list entry to make the tooltip appear which gives a description. There are tooltips for every important element of the user interface.

The right side contains the color settings for the currently selected glow; if one color is used the glow will be static for any other number higher than one the glow will cycle through the colors. Note that there is no need to add the same color as the first at the end; it will transition from the last to the first automatically. One also doesn't need to add transitional colors; the program calculates them to make the customization easier.

The [Number of Transitions](#) setting determines how many intermediate colors will be generated; every glow has its own transitions setting. Changing this number sets the speed of the transition; higher values will result in slower changes.

If all the glows should not be in a single .cfg file one should adjust a glow then generate a script, remove all the colors from that glow's color-list and proceed to the next; by splitting it into several files the glows can be changed individually later.

Installing the glows:

Save the .cfg file to the path: [C:\Program Files\Steam\steamapps\common\left 4 dead\left4dead\cfg](#) then add the line [exec filename.cfg](#) to the file [autoexec.cfg](#) (replace "filename" with the name you chose of course)

If the file [autoexec.cfg](#) does not exist create a text-file with the name "[autoexec](#)" and change the extension from "[txt](#)" to "[cfg](#)".

~ELStalky