

Howdy pack makers, so here's my global variables text color documentation based on my experiment. This project might be discontinued due to a lot of pressure in real life. Anyway, I hope this little doc help you a bit

-The Octazen-

Note : Every text color that related on each variable will be highlighted or the color was edited



FAQ: How to Edit text Color in Global Variables??

You can change the text color by tweaking the numbers inside bracket of each variables. Just make sure you write it in the correct form

```
1 ////////////// Text colors ////////////
2 "$generic_button_text_color": [ 1.0, 1.0, 1.0 ], // for th
3
4
5 "$light_button_default_text_color": [ 0.3, 0.3, 0.3 ],
6 "$light_button_hover_text_color": [ 1.0, 1.0, 1.0 ],
7 "$light_button_pressed_text_color": [ 1.0, 1.0, 1.0 ],
8 "$light_button_locked_text_color": [ 0.3, 0.3, 0.3 ],
9
10 "$light_toggle_default_text_color": [ 0.3, 0.3, 0.3 ],
11 "$light_toggle_hover_text_color": [ 1.0, 1.0, 1.0 ],
12 "$light_toggle_checked_default_text_color": [ 0.1216, 0.12
13 "$light_toggle_checked_hover_text_color": [ 1.0, 1.0, 1.0
14
15 "$dark_button_default_text_color": [ 1.0, 1.0, 1.0 ],
16 "$dark_button_hover_text_color": [ 1.0, 1.0, 1.0 ],
17 "$dark_button_pressed_text_color": [ 1.0, 1.0, 1.0 ],
18 "$dark_button_locked_text_color": [ 0.7, 0.7, 0.7 ],
19
20 "$dark_toggle_default_text_color": [ 1.0, 1.0, 1.0 ]
```

Introduce RGB 0-1

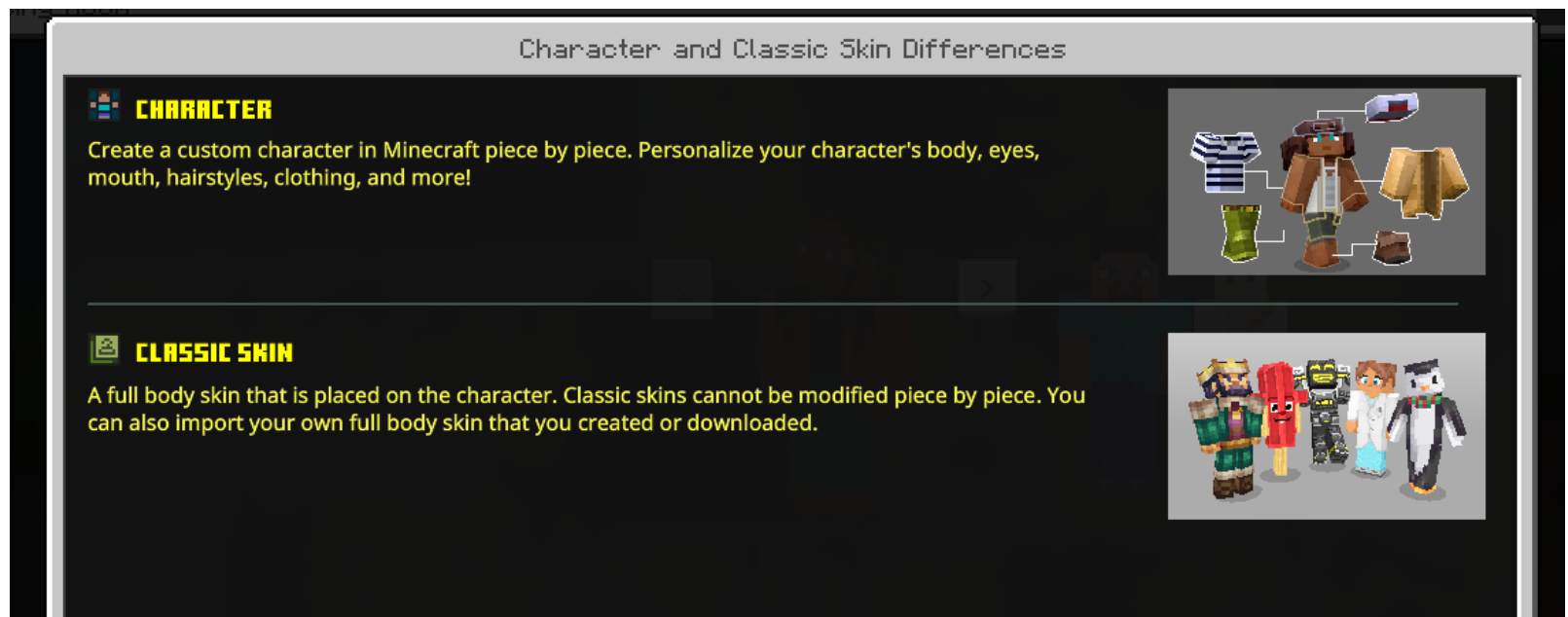
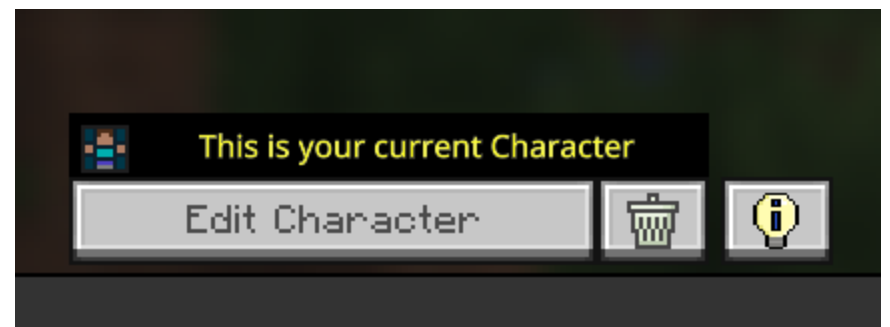
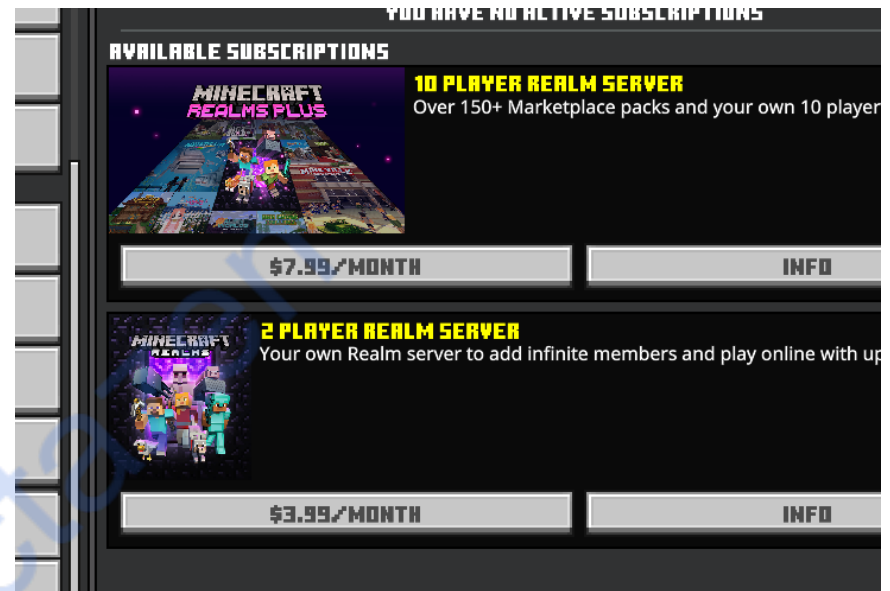
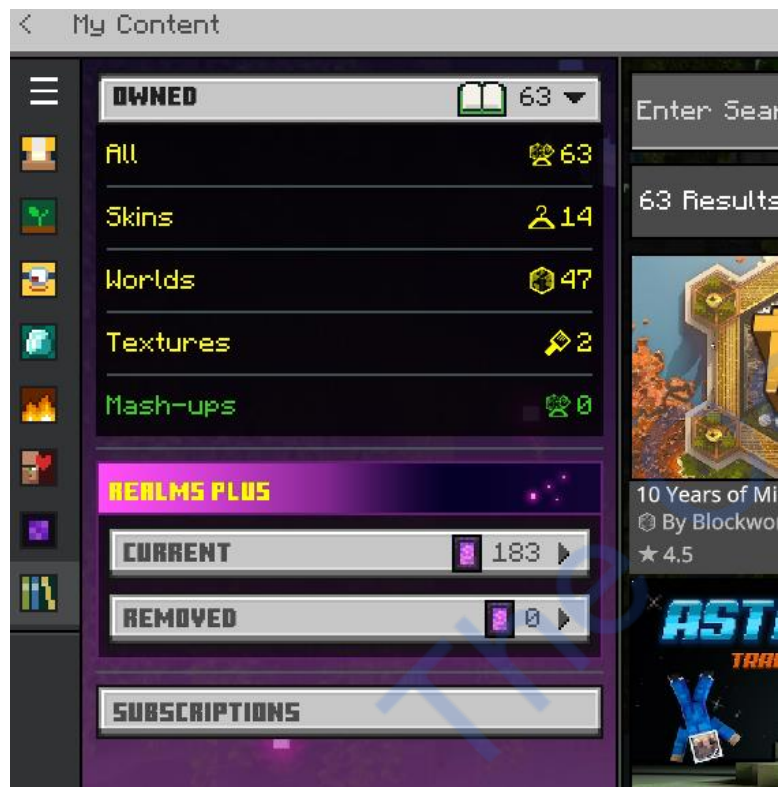
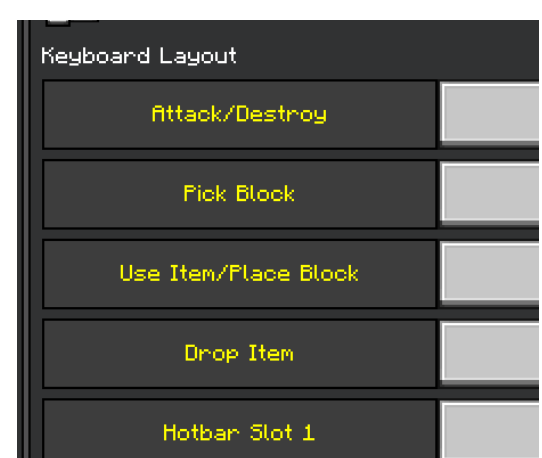
Similar to RGB color format (255, 255, 255). RGB 0-1 is a type of color format that used 3 numbers which refer to red, green, blue to display any colors by tweaking them.

Just like the name, RGB 0-1 uses 1 as the highest value and 0 as the lowest. It work exactly like normal rgb color format but you divide the number by 255, Use format [1, 1, 1] for global variables

You can maunally tweak them or find "rgb 0-1 color picker" web services to get any colors that meet you need for your minecraft user

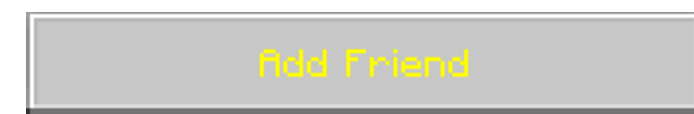
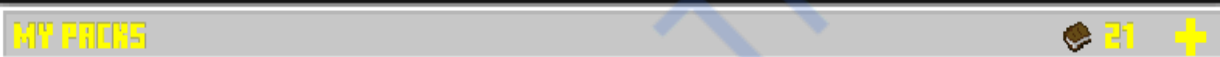
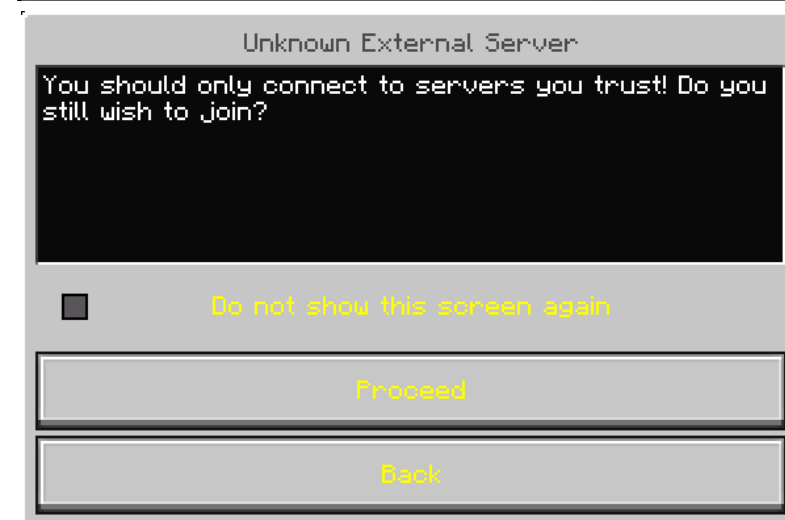
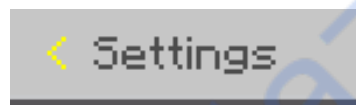
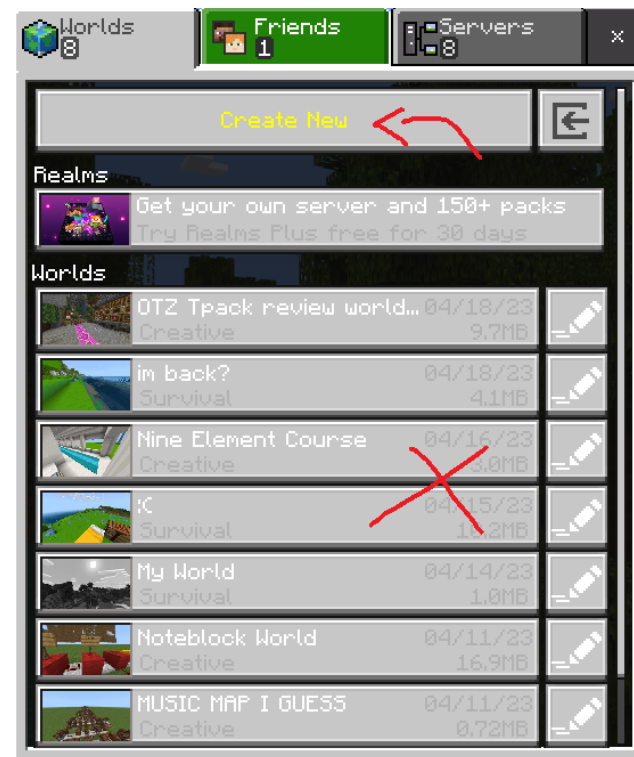
\$generic_button_text_color

This variable will color the text from skin notification, library section, control section, realms

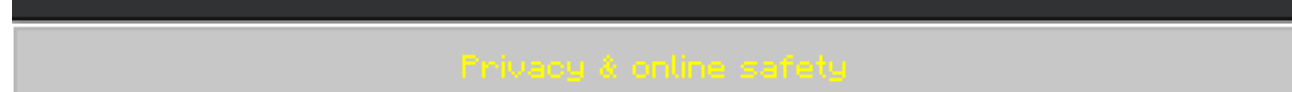


\$light_button_default_text_color
\$light_button_hover_text_color
\$light_button_pressed_text_color
\$light_button_locked_text_color

This variable will color some of the text from light button, this variable doesn't work for toggle buttons

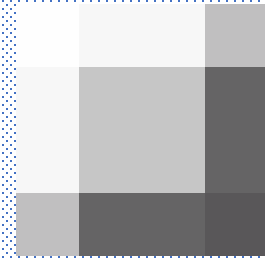


(not button btw but still got affected)



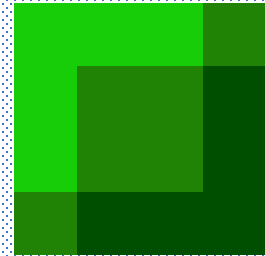
Light button default

A normal type of button



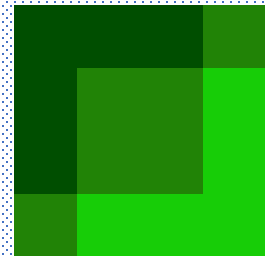
Light button hover

When your mouse cursor is on button area,
it gets highlighted



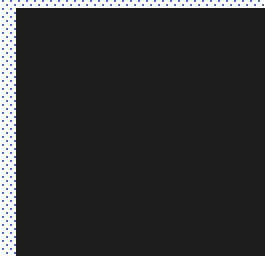
Light button pressed

When you pressed button



Light button locked

This is a type of button that you can't click it



\$light_toggle_default_text_color

\$light_toggle_hover_text_color

\$light_toggle_checked_default_text_color

\$light_toggle_checked_hover_text_color

This variable will color the text from
toggle buttons



Game



Multiplayer

REALMS PLUS

CONTENT

FAQ

Body

Style

General



General



Account



Creator

Add Server

\$dark_button_default_text_color
\$dark_button_hover_text_color
\$dark_button_pressed_text_color
\$dark_button_locked_text_color

This variable will color the text from dark buttons, including dressing screen button, ping loading, fetching realms, etc



Current Ping: 



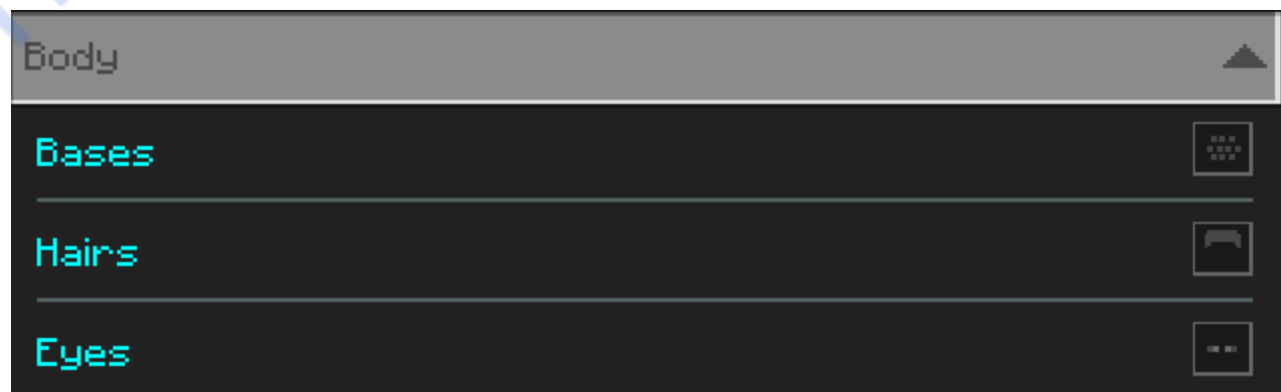
[By Minecraft](#)

	Nine Element Course Creative	04/18/23 2.9MB	
	im back? Survival	04/18/23 4.1MB	
	iC Survival	04/15/23 10.2MB	
	My World Survival	04/14/23 1.0MB	

[Read More](#)

[Go to Dressing Room](#)

 Speed VI
166:39



\$dark_toggle_default_text_color

\$dark_toggle_hover_text_color

\$dark_toggle_checked_default_text_color




\$dark_toggle_checked_hover_text_color

Almost same like dark buttons, but it covers the rest of them



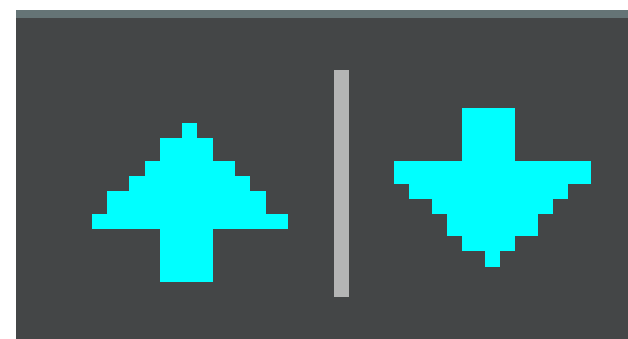
\$light_button_secondary_default_text_color
\$light_button_secondary_hover_text_color
\$light_button_secondary_pressed_text_color
\$light_button_secondary_locked_text_color





This variable will color file text
description in storage section

	BSBE LITE 1.6 VERSION 0.1.6 A SHADER FOR MINECRAFT BE	0.19MB
	AtNet v.1.0.0 VERSION 1.0.0 DISFRUTA LA NUEVA EXPERIENCIA QUE ATNET OFRECE BY KENETAVO :D	0.17MB
	BICUBIC SHADERS BE 3.3 VERSION 0.3.3 A SHADER FOR MINECRAFT BE	0.16MB

\$dark_button_secondary_default_text_color
\$dark_button_secondary_hover_text_color
\$dark_button_secondary_pressed_text_color
\$dark_button_secondary_locked_text_color

This variable will color world gamemode, up and down arrow from resource pack section, and potion timer

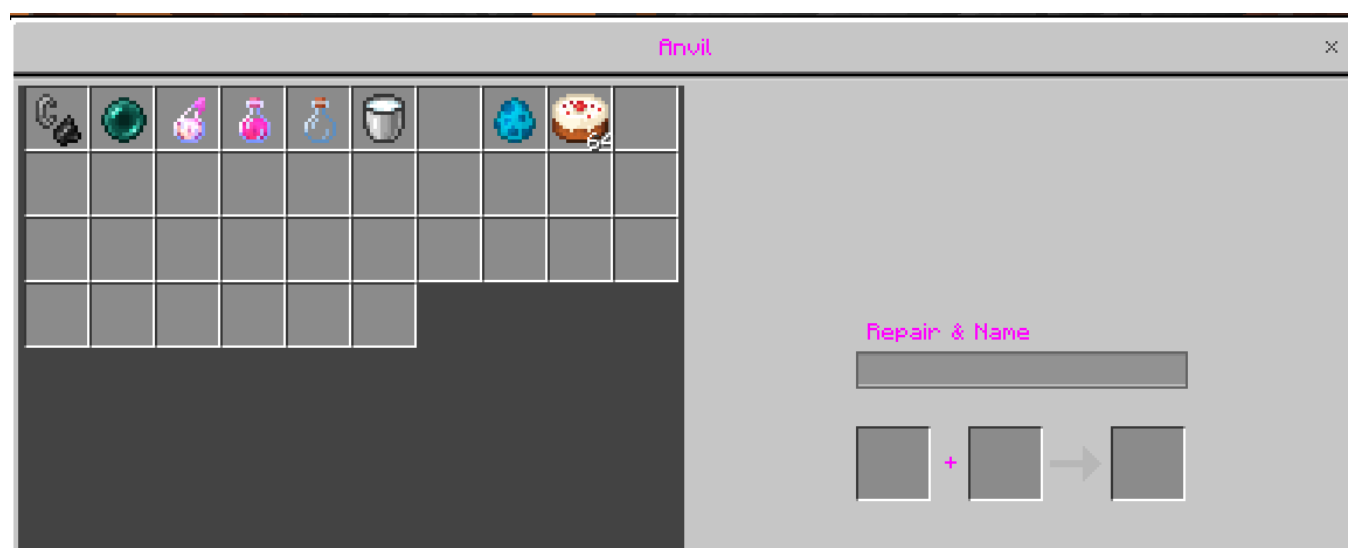
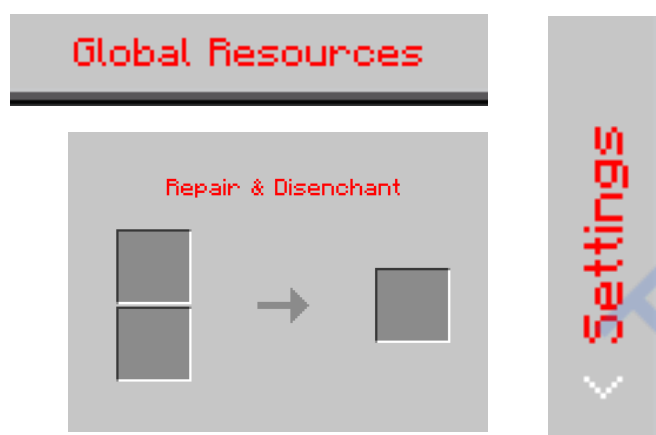
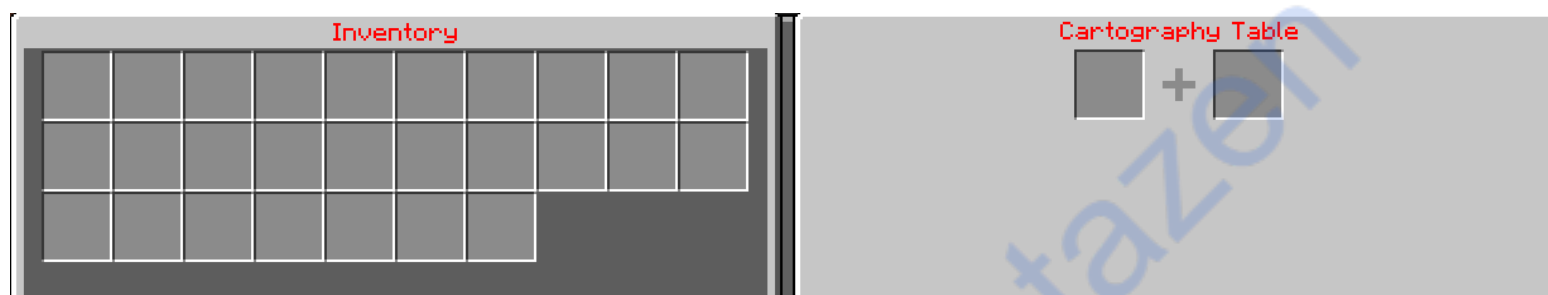


	My World SURVIVAL	04/14/23 1.0MB	
	NOTEBLOCK WORLD CREATIVE	04/11/23 16.9MB	

\$title_text_color **Red**

\$pocket_title_text_color **Magenta**

This variable will color text on dialog background and at the top of inventory screen, the pocket one is for pocket UI inventory but it's not fully replaced by it



\$main_header_text_color Light Blue

\$sub_header_text_color Green

When hover texture*

This variable will color header text, and sub header text (idk how to describe it)

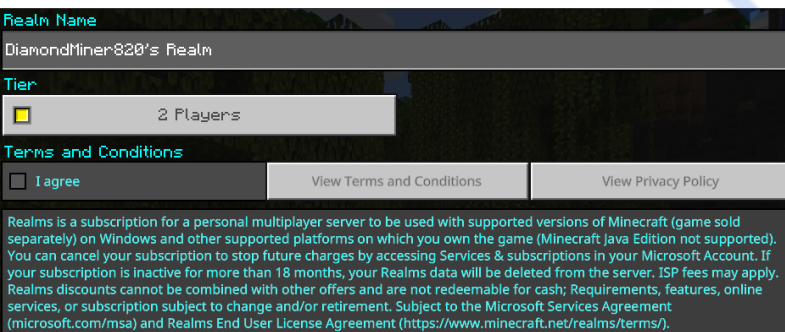
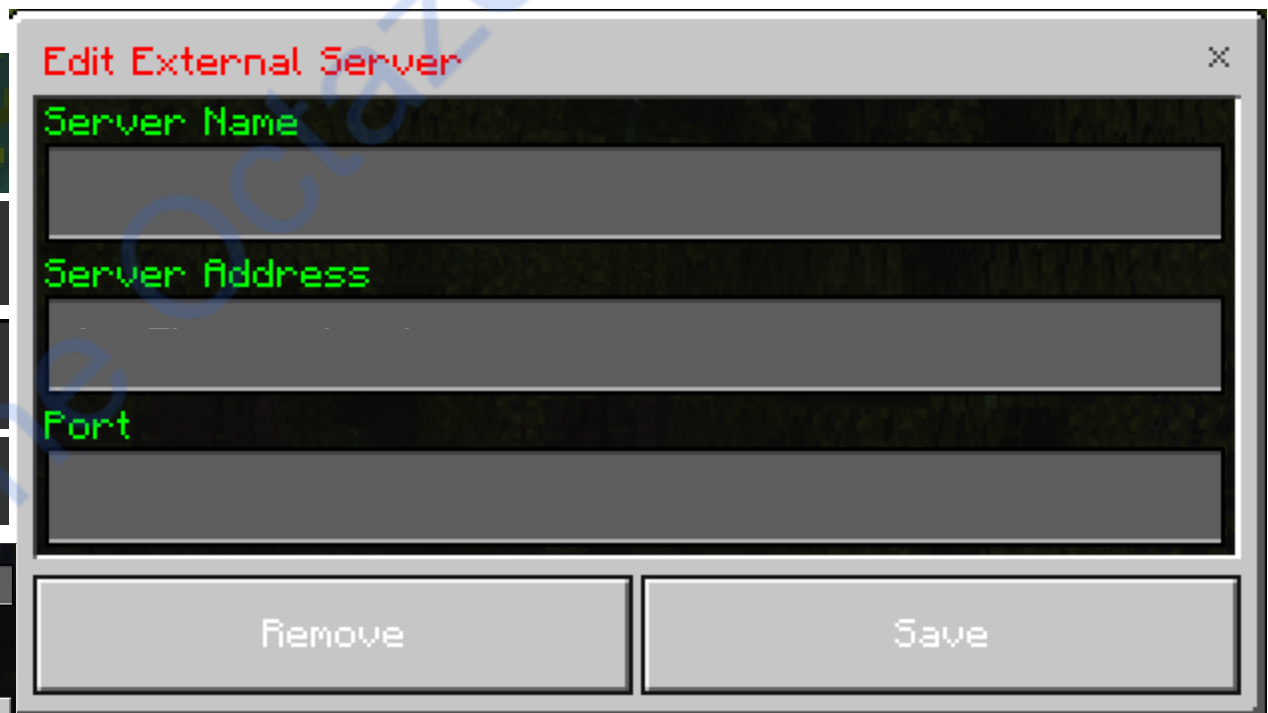


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Network Settings

Content Log Location!



The Hive
Online: 5506
Current Ping: 11

