

Surfaces

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Emotions

Emotions are the chat smileys used in the in-game chat. Each smiley pack is stored as a DDS spritesheet (`emotions.dds`, `emotions0.dds`, `emotions1.dds`, etc) paired with a text file (`emotions.txt`, `emotions0.txt`, `emotions1.txt`, etc) that helps define where each smiley in the sheet starts and ends alongside their name and other necessary data.

Each sprite should be 40x40 pixels.

Example:



`emotions.txt` is utf-16 encoded.

```
0 3 "01□□" 15 29 50
3 2 "02□□" 15 25
5 7 "03□□" 10 20 30 40 50 60 70
12 2 "04□□" 20 30
```

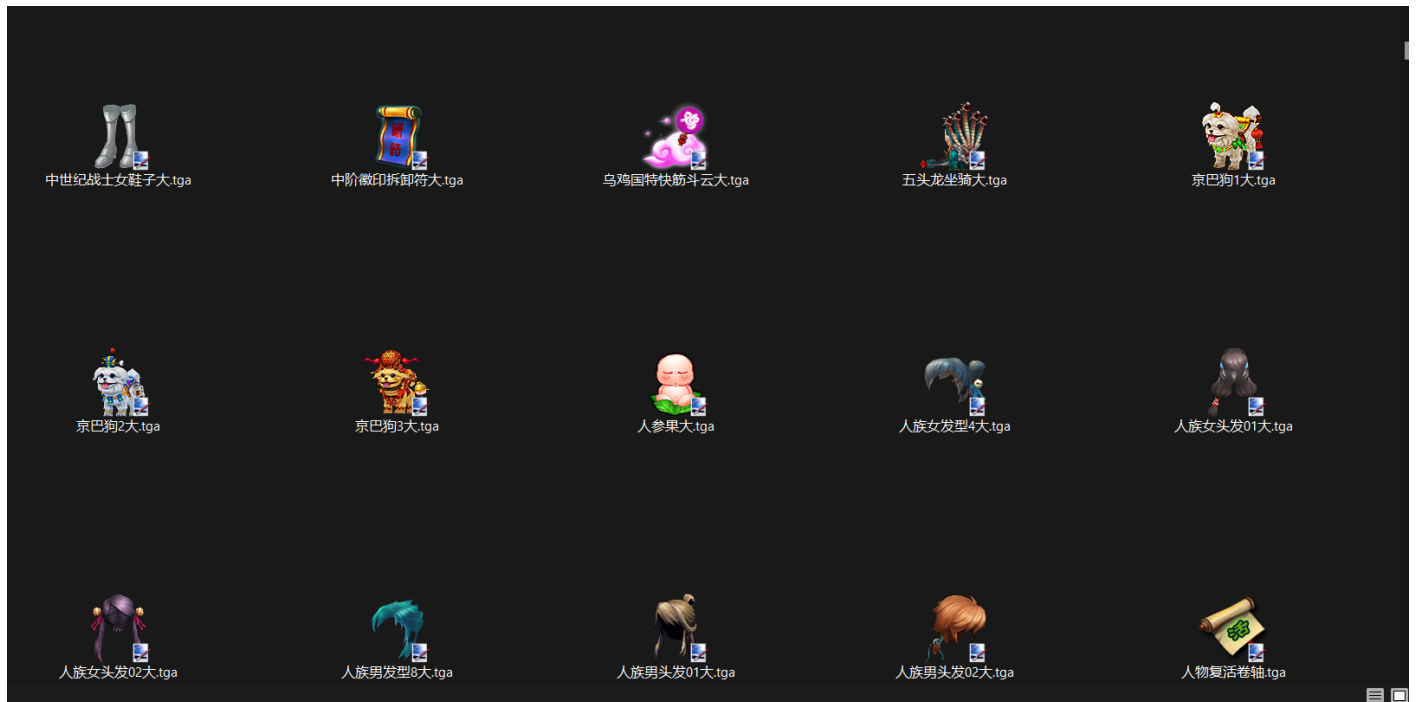
```
14 3 "05□□" 10 20 30
17 7 "06□□" 15 25 37 50 60 70 80
24 6 "07□□" 10 20 30 40 50 60
30 3 "08□□" 20 30 40
...
```

Start Frame	Total Frames	"Name"	Timing for each frame?
0	3	"01□□ "	15 29 50
3	2	"02□□ "	15 25
5	7	"03□□ "	10 20 30 40 50 60 70

Heaven Repository (HR) Icons

Location: surfaces.pck.files\surfaces\qshop\1

In this location you can find the icons used for gshop files. With a gshop editor this is the file names you want to place with visuals for the items you purchase from HR. (Items will have a copy in this location regardless of if you've added them to item icons in "element\surfaces.pck.files\surfaces\iconset" and set in elements).



Editing The Event Summary

The event summary menu pulls its data from `surfaces\ingame\taskdaily.txt` within `surfaces.pck`.

The file seems to be space delimited (5), each event on a new line and has the following columns in this order.

```
Day of Week | Time | Name | Level | Remarks | Line | Task ID | NPCid | Reward Item ID |
Description
```

Example event.

```
"1,2,3,4,5,6,7"      "00:00-24:00"      "Test"      "1-105"      ""      "6-15"      "4035"
"0"      "24072,24020,14977,7139"      "This is a test event."
```

