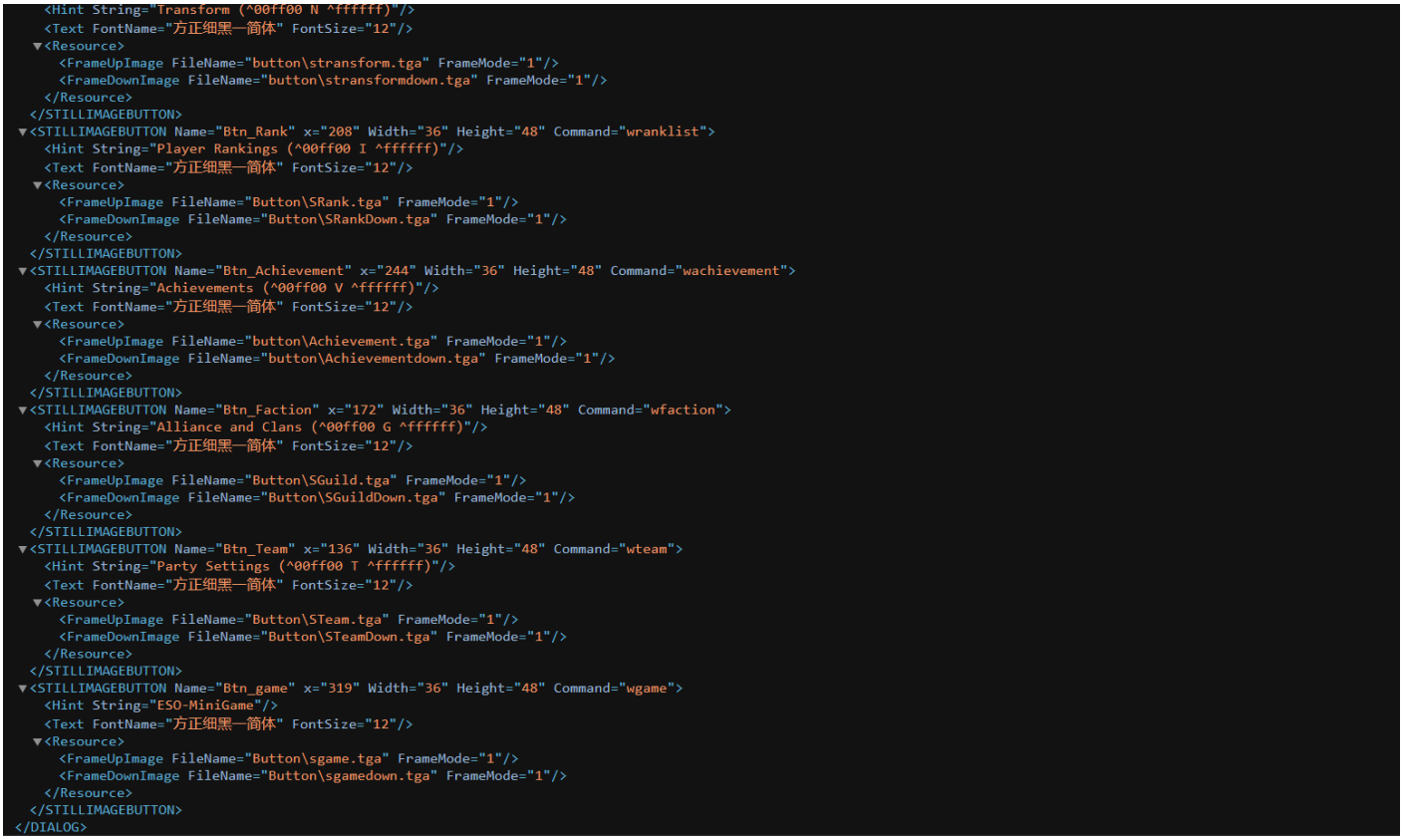
# Pre-Odyssey Mini-Game

You can find the file for this in "element\interfaces.pck.files\interfaces" and would need to look for the file "winmain2.xml"
The mini-game was long since removed with the update for Odyssey but all the components are still in-game.

You just need to add a new button for the mini bar (example on the bottom of it pre-added).




Pre-Edited Mini-Game (Feel Free to Use):

```
<DIALOG Name="Win_Main2" Width="367" Height="48">
    <EDIT Name="Img_Back" x="18" y="23" Width="346" Height="25" ReadOnly="true" MaxLen="20">
        <Text FontName="□□□□□□□□" FontSize="10" Shadow="255"/>
        <Resource>
            <FrameImage FileName="frame\sback.tga"/>
        </Resource>
    </EDIT>
    <STILLIMAGEBUTTON Name="Btn_Produce" x="64" Width="36" Height="48" Command="wproduce">
        <Hint String="Crafting (^00ff00 O  ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
```

```
        <Resource>
            <FrameUpImage FileName="Button\SProduce.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\SProduceDown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Action" x="280" Width="36" Height="48" Command="waction">
        <Hint String="Actions (^00ff00 U  ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\SAction.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\SActionDown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Friend" x="100" Width="36" Height="48" Command="wsociety">
        <Hint String="Friends^ffffff (^00ff00 F ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="button\friend.tga" FrameMode="1"/>
            <FrameDownImage FileName="button\frienddown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_change" x="28" Width="36" Height="48" Command="wchange">
        <Hint String="Transform (^00ff00 N ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="button\stransform.tga" FrameMode="1"/>
            <FrameDownImage FileName="button\stransformdown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Rank" x="208" Width="36" Height="48" Command="wranklist">
        <Hint String="Player Rankings (^00ff00 I  ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\SRank.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\SRankDown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Achievement" x="244" Width="36" Height="48"
Command="wachievement">
        <Hint String="Achievements (^00ff00 V  ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
```

```
        <Resource>
            <FrameUpImage FileName="button\Achievement.tga" FrameMode="1"/>
            <FrameDownImage FileName="button\Achievementdown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Faction" x="172" Width="36" Height="48" Command="wfaction">
        <Hint String="Alliance and Clans (^00ff00 G ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\SGuild.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\SGuildDown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
    <STILLIMAGEBUTTON Name="Btn_Team" x="136" Width="36" Height="48" Command="wteam">
        <Hint String="Party Settings (^00ff00 T  ^ffffff)"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\STeam.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\STeamDown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
      <STILLIMAGEBUTTON Name="Btn_game" x="319" Width="36" Height="48" Command="wgame">
        <Hint String="ESO-MiniGame"/>
        <Text FontName="□□□□□□□□" FontSize="12"/>
        <Resource>
            <FrameUpImage FileName="Button\sgame.tga" FrameMode="1"/>
            <FrameDownImage FileName="Button\sgamedown.tga" FrameMode="1"/>
        </Resource>
    </STILLIMAGEBUTTON>
</DIALOG>
```

Revision #5
Created 2024-03-08 17:06:56 UTC by Arima
Updated 2024-03-09 22:05:44 UTC by Arima