

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).

```
<Hint String="Transform (^00ff00 N ^ffffff)"/>
<Text FontName="方正细黑—简体" 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="方正细黑—简体" 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="方正细黑—简体" 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="方正细黑—简体" 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="方正细黑—简体" 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="方正细黑—简体" FontSize="12"/>
  ▼<Resource>
    <FrameUpImage FileName="Button\sgame.tga" FrameMode="1"/>
    <FrameDownImage FileName="Button\sgamedown.tga" FrameMode="1"/>
  </Resource>
</STILLIMAGEBUTTON>
</DIALOG>
```

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"/>

  </EDIT>

  <Resource>

    <FrameImage FileName="frame\sback.tga"/>

  </Resource>

  <STILLIMAGEBUTTON Name="Btn_Produce" x="64" Width="36" Height="48" Command="wproduce">

    <Hint String="Crafting (^00ff00 O ^ffffff)"/>

    <Text FontName="□□□□□□" " FontSize="12"/>

  </STILLIMAGEBUTTON>

</DIALOG>
```

```

<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\friendddown.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">
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  <Text FontName="□□□□□□" FontSize="12"/>
  <Resource>
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    <FrameDownImage FileName="Button\SGuildDown.tga" FrameMode="1"/>
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</STILLIMAGEBUTTON>
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  <Hint String="Party Settings (^00ff00 T ^ffffff)"/>
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  <Resource>
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<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 8 March 2024 17:06:56 by Arima

Updated 9 March 2024 22:05:44 by Arima