

# The Teach You How to Not Suck Page!

## How To Edit The Interface

In order to edit the interface, you are going to need to do several things.

**First:** You need to be able to understand how and what each component does.  
In your Odyssey folder, you will most likely find these files.

*These files are in paint- they can be opened and edited with paint.*

**interface.rsc** - This is the image for the background of the entire interface.

**interfaceobject.rsc** - This is the image for the object data in the interface

**StateEmpty.rsc** - This is the image for when a Status Bar (Energy, Hp,Mana) is empty (This goes behind it)

**StatEnergy.rsc** - This is the image for the Energy Bar

**StatHP.rsc** - This is the image for the HP Bar

**StatMana.rsc** - This is the image for the Mana Bar

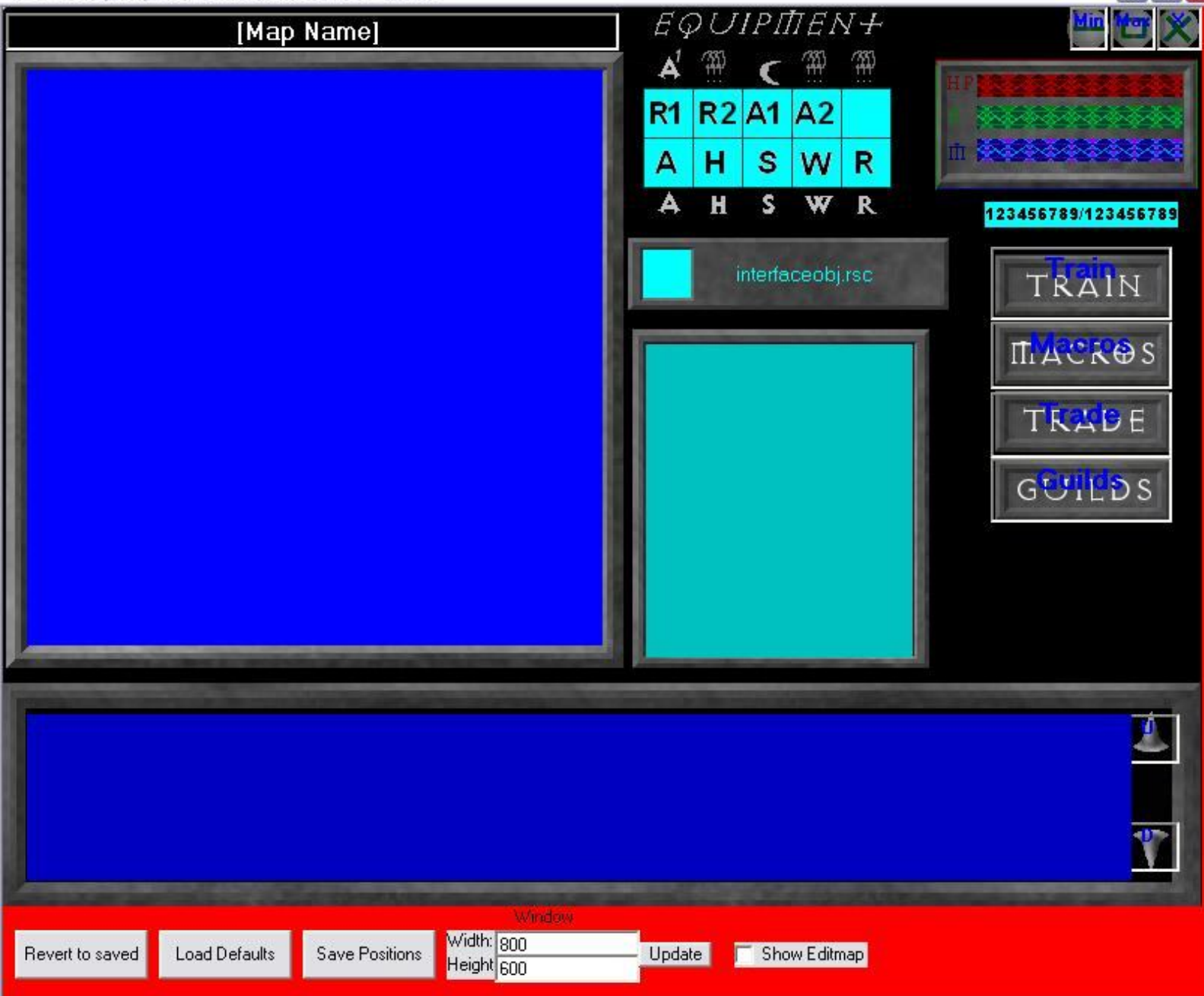
*This File is an Information File and can be opened and edited with Notepad.*

**interface.ini** - This file holds all the data for the hotspots for an interface.

**What's a hotspot?:** *A hotspot is an area that changes or interacts with you. The chat window, the buttons, the hp bars, even the map are hotspots.*

**How do I edit the interface.ini? It's just numbers!:** *Luckily we have a tool to automatically edit interface.ini for us so we never have to open it. That tool is called*

**CreateInterface.exe** - This file is to make it easier to arrange the active-icons for your interface. Let's take a look at one.



Now remember, this is **NOT** for editing the images, just *moving* the active areas on the screen. **If you want to edit the image of the interface, open one of the \*.rsc files and draw in it.**

Now that we've established that we are trying to change the hotspots, let's look at what each hotspot actually does.

- Map Name** - Where the map name is displayed
- Big Bright Blue Square** - GameWindow - Where the tiles, players, monsters, etc.. show up.
- Small Rectangle Tealish Box** - Where your inventory is.
- Dark Blue Large Rectangle** - Where the chat window is

- InterfaceObj.rsc** - Where the details for the selected item appears
- 123456789/123456789** - Where your experience bar appears
- Up/Down Buttons** - Scroll Bars for chat window
- Min, [], X Buttons** - For Minimizing, Map refreshing, and closing button locations.
- Bright Blue Atts (R1,R2,A1,A2,A,H,S,W,R)** - Where the equipped item appears
- Other Buttons**- Self explanatory.
- Red/Green/Blue Bars** - Where your HP etc. appears

Okay. That's it for the HotSpots. Now we have some buttons below that help us edit our interface.

***Revert to Saved*** - Puts everything back to where it was when you last saved positions

***Load Defaults*** - Loads the default values (Not the saved positions, the values that were set before you ever started editing)

***Save Positions*** - Saves the current positions of all the hot spots

***Width/Height*** - Changes how high/wide the current selected Hotspot is.

***Update*** -Updates the Width/Height of the selected Hotspot.

***Show Editmap*** - Shows the Map Editor so you can place that where you want it to be defaultly..

**That's it! Simple, right?**

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