

## CUSTOM DECAL EXTENSION

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Create Folder Structure

Custom Decal -> Graphics -> Decals

Add your (generally PNG) graphics file(s) to Graphics\Decals



fgcon-logo.png  
sxg-colour-decal.png

Create a new **extension.xml** file in the root directory

```
<?xml version="1.0" encoding="iso-8859-1"?>

<root version="3.0" logo="logo.png">
  <announcement text="Custom Desktop Decal by
Mask_Of_Winter\rStolen from Smiteworks USA, LLC" font="emotefont" />

  <properties>
    <name>Masks Custom Desktop Decal</name>
    <version>1.0</version>
    <author>Mask_Of_Winter</author>
    <description>Adds SXG or FGCon desktop
decals</description>
    <loadorder>99</loadorder>
  </properties>

  <base>
    <script name="5EWizardsDecals">
      function OnInit()
        OptionsManager.addOptionValue("DDCL",
"option_val_DDCL_custom2", "desktopdecal_custom2", true);
        OptionsManager.addOptionValue("DDCL",
"option_val_DDCL_custom3", "desktopdecal_custom3", true);
      end
    </script>

    <!-- Custom theme option strings -->
    <string name="option_val_DDCL_custom2">SXG Logo</string>
Logo</string>

    <!-- Custom theme textures -->
    <icon name="desktopdecal_custom2"
file="graphics/decals/sxg-colour-decal.png" />
    <icon name="desktopdecal_custom3"
file="graphics/decals/fgcon-logo.png" />
  </base>
</root>
```

The entries in **bold** are those you need to edit.

**option\_val\_DDCL\_custom2** is a string variable. It contains the text description/name of your decal. It is defined by this line

```
<string name="option_val_DDCL_custom2">SXG Colour Logo</string>
```

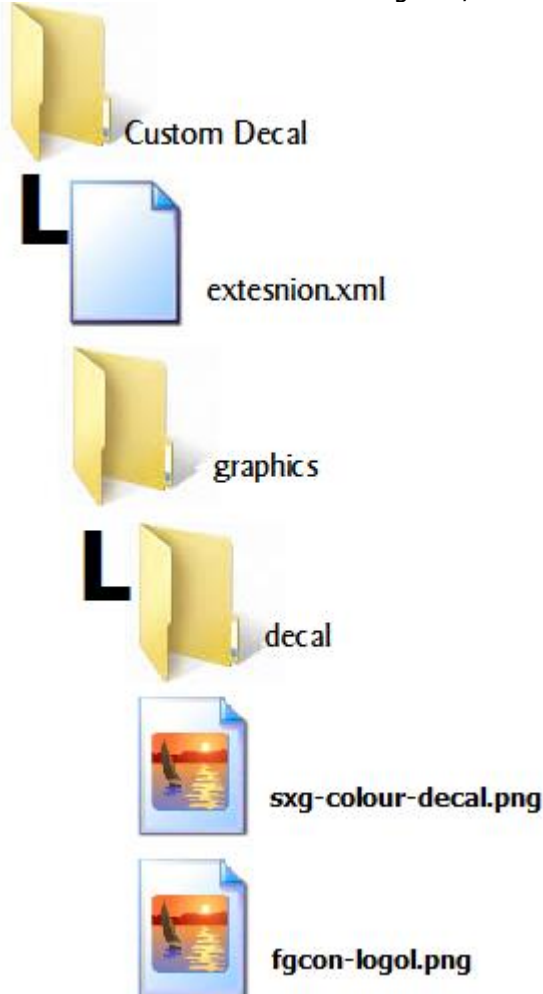
**desktopdecal\_custom2** is a string variable. It contains the filename and path of your decal graphic. It is defined by this line

```
<icon name="desktopdecal_custom2" file="graphics/decals/sxg-colour-decal.png" />
```

They are used together in the script in this line:

```
OptionsManager.addOptionValue("DDCL",  
"option_val_DDCL_custom2", "desktopdecal_custom2", true);
```

You should now have the following files/folders:



To finish this off you should zip up all the contents of the **custom decal** folder but NOT the folder itself. You should rename this file as **mydecals.ext** (remove the .zip from the filename) and copy it to your **%appdata%\Fantasy Grounds\Extensions** folder and then when you restart Fantasy Grounds you should have the option to select this new Extension.

