# More Fair Game Theme Guide

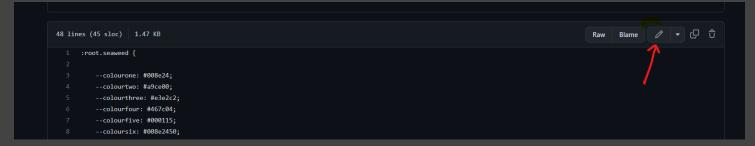
Last updated 6-Dec-2022 by Clu

- 1. Hosting a Custom Theme
  Setting up a github, creating a new file and how to link it to More Fair Game
- 2. Example of a Custom Theme It's an example but it's basically a carbon-copy of Clu's Seaweed Theme
- 3. Colour Guide Images and descriptions of all the colour variables and what they appear to change within the webpage
- 4. Targeting Specific Areas
  A more detailed look into how to modify the look of the game even further
- 5. More Specific Code Examples
  Mostly just copy-paste code you can steal to use in your own code with
  descriptions of what they do
  - Transparent Colours
  - Custom Cursors
  - Background Images
  - Changing Fonts
  - Making your own variables

# 1. Hosting a Custom Theme

In order to build your own themes for use with More Fair (<a href="https://fair.kaliburg.de/">https://fair.kaliburg.de/</a>) you have to do a few things first.

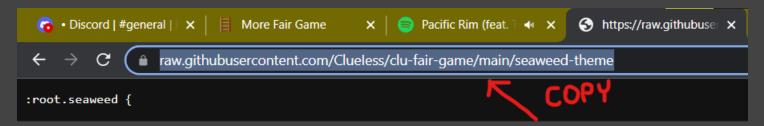
- 1. Have somewhere to host the text file that the game reads. The easiest way to do this is to create a free github account (<a href="https://github.com/">https://github.com/</a>), create a new repository, and then create a new file. <a href="https://github.com/">Here</a> is an example of a file
- 2. Once you have a file setup, this is where you place the code that the game runs. After you have saved it, there is a pencil icon that you can use to edit it again



3. When you want to use your custom theme, click the 'Raw' button,



and copy the web address that it directs you to,



this is the link that you will paste into the More Fair options menu.



- 4. Now you can view your new theme. After editing the file you may need to wait a couple minutes and refresh your page to view any changes.
- 5. If your theme is not showing any changes, you can try deleting the theme from the cache via the delete button. Or by pasting this command into your browsers console (press F12 to access)

localStorage.removeItem("themeDatabase")



## 2. Example of a Custom Theme

I've used one of my standard themes as an example, more specific examples of what each of these lines do will be listed below.

```
:root.exampletheme {
    --colourone: #008e24;
    --colourtwo: #a9ce00;
    --colourthree: #e3e2c2;
    --colourfour: #467c04;
    --colourfive: #000115;
    --coloursix: #008e2450;
    --main-color: var(--colourone);
    --main-secondary-color: var(--colourtwo);
    --background-color: var(--colourfive);
    --background-dark-color: var(--colourfive);
    --background-light-color: var(--colourfive);
    --placeholder-color: var(--colourthree);
    --item-selected-color: var(--colourfour);
    --eta-best: var(--colourthree);
    --eta-mid: #F3B700;
    --eta-worst: #ff6201;
    --text-color: var(--colourthree);
    --text-light-highlight-color: var(--colourtwo);
    --text-dark-highlight-color: var(--colourtwo);
    --button-color: var(--colourone);
    --button-hover-color: var(--colourthree);
    --button-hover-background-color: var(--coloursix);
    --you-color: var(--colourfive);
    --you-background-color: var(--colourfour);
    --promoted-color: var(--colourthree);
    --promoted-background-color: var(--coloursix);
    --header-color: var(--colourone);
    --navbar-color: var(--colourfive);
    --offcanvas-background-color: var(--colourfive);
    --link-hover-color: var(--colourthree);
    --link-color: var(--colourthree);
:root.exampletheme .ladder-row[data-v-286006ac] {
   height: 70%;
   max-height: 70%;
```

```
:root.exampletheme .col-6.tempInfo[data-v-260edd08] {
    margin-top: -15%;
    margin-left: 35%;
    margin-bottom: -10%;
}
:root.exampletheme .col-6 {
    width: 110%;
}
```

# 3. Colour Guide

A detailed list of what each of those named colours above affects

Tobi, the developer, has made it very easy for us to create our own custom themes by giving all of the colours used in the game their own variables.

When listing all of the variables in your code you will want to set it out like this:

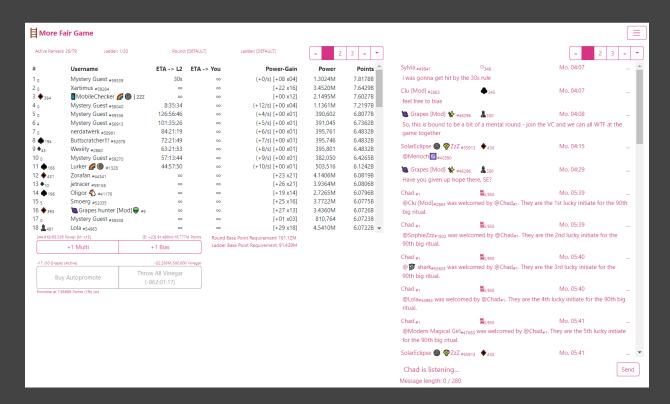
```
:root.exampletheme {
    --main-color: var(--colourone);
    --main-secondary-color: var(--colourtwo);
    --background-color: var(--colourfive);
}
```

Your theme name should be all lowercase and the code wrapped in curly brackets.

List of all the developer made variables below, most of the ones with no difference are broad variables for others to link to.

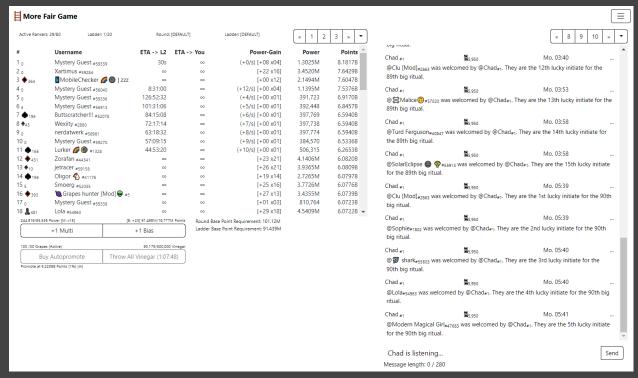
```
--main-color: #d63384;
```

Changes alot of the outlines, the chat text and labels



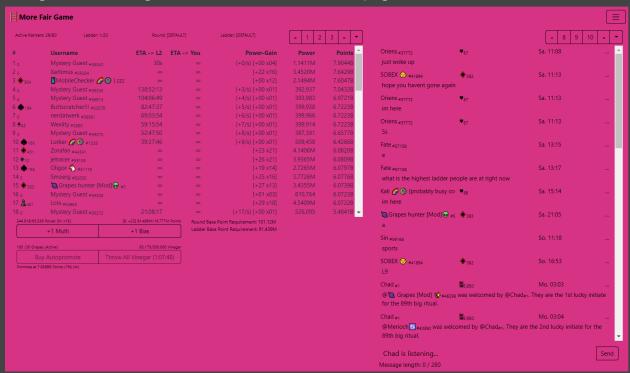
#### --main-secondary-color: #d63384;

#### No noticeable difference, variable for other colours to link to



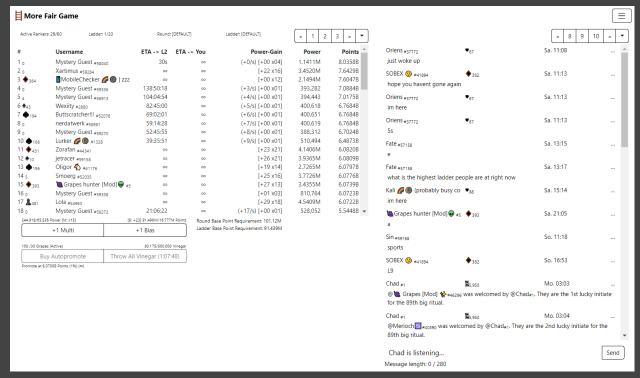
#### --background-color: #d63384;

## Changes the background colour for the webpage



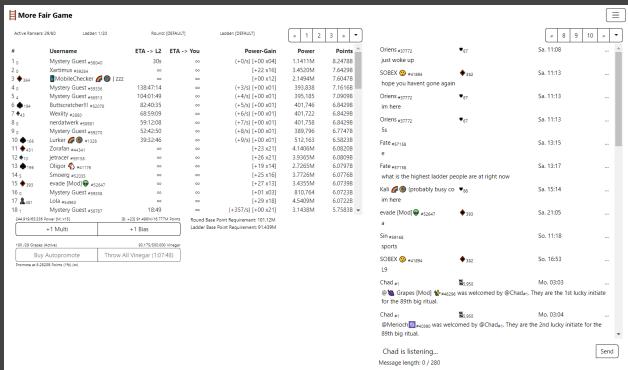
#### --background-dark-color: #d63384;

#### No noticeable difference, variable for other colours to link to



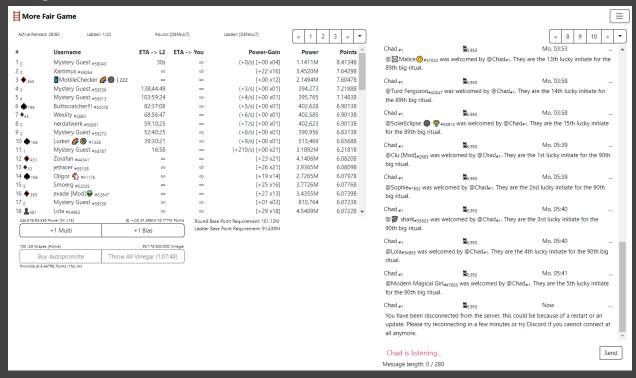
#### --background-light-color: #d63384;

## No noticeable difference, variable for other colours to link to



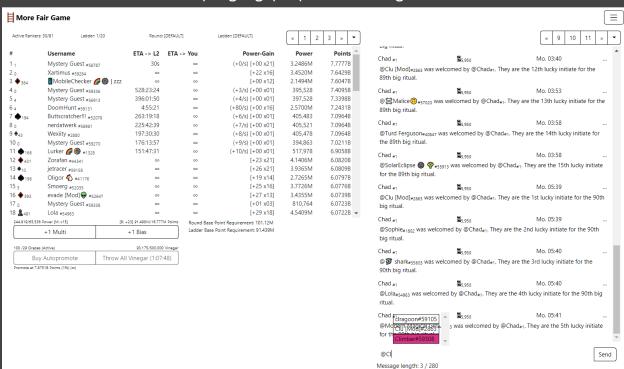
#### --placeholder-color: #d63384;

#### Changes the text inside the Chad box



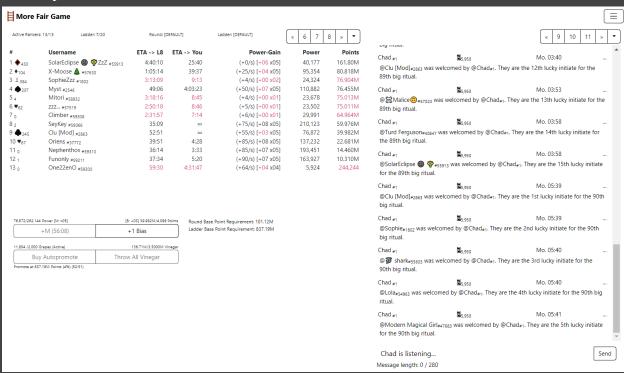
#### --item-selected-color: #d63384;

### The selected name when pinging people is changed



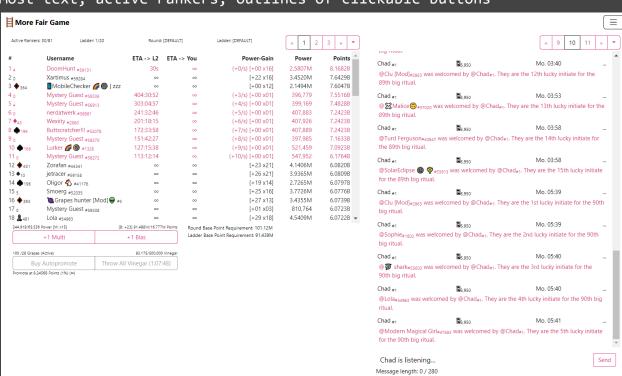
#### --eta-best: #d63384;

# Highlights the ETAs, Bias/Multi and Points text Exactly the same for eta-mid and eta-worst.



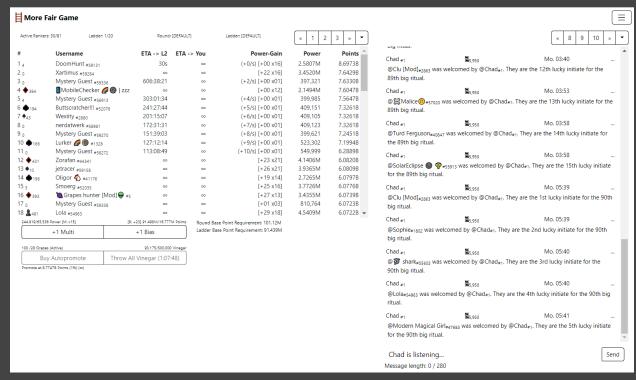
#### --text-color: #d63384;

## Most text, active rankers, outlines of clickable buttons



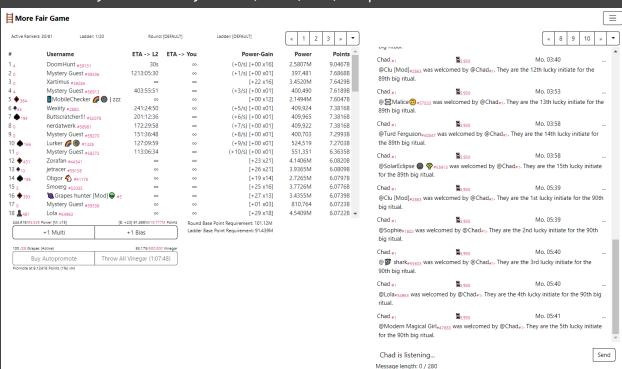
## --text-light-highlight-color: #d63384;

#### No noticeable difference



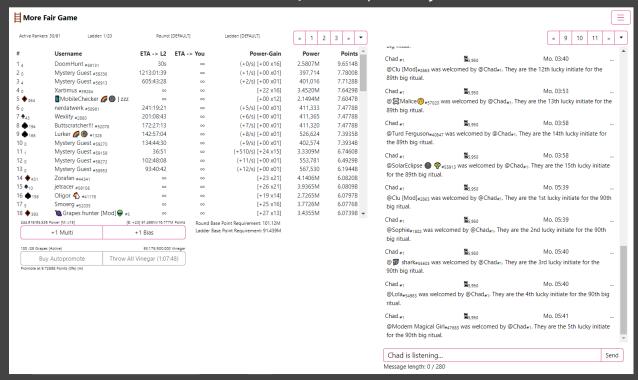
## --text-dark-highlight-color: #d63384;

#### Account IDs, AH Points, Multi/Bias/Vin/Grape costs



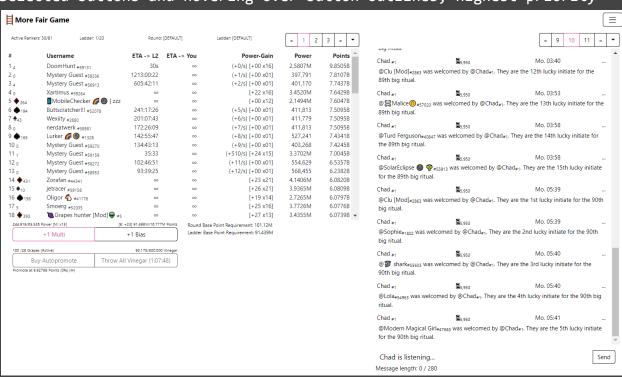
#### --button-color: #d63384;

#### Outlines of all clickable buttons, takes priority over other variables



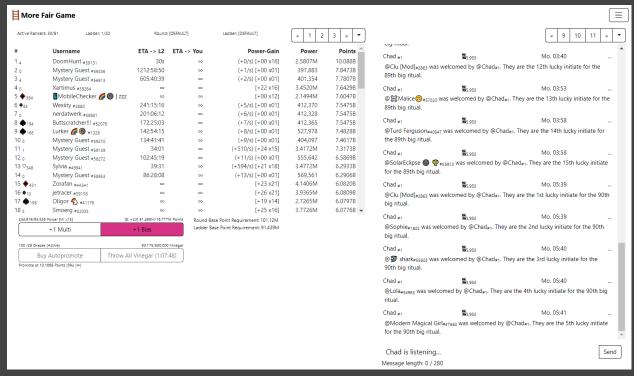
#### --button-hover-color: #d63384;

## Selected buttons and hovering over button outlines, highest priority



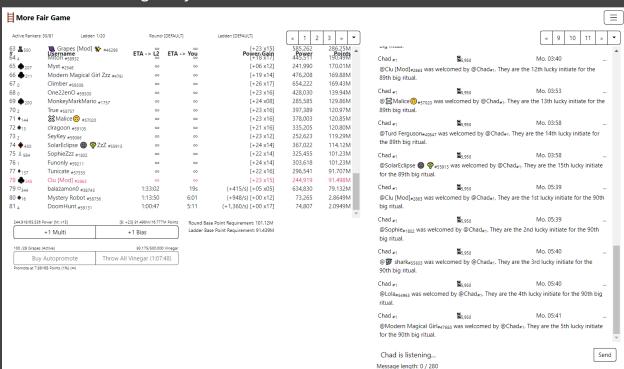
#### --button-hover-background-color: #d63384;

## Background colour for buttons hovered over



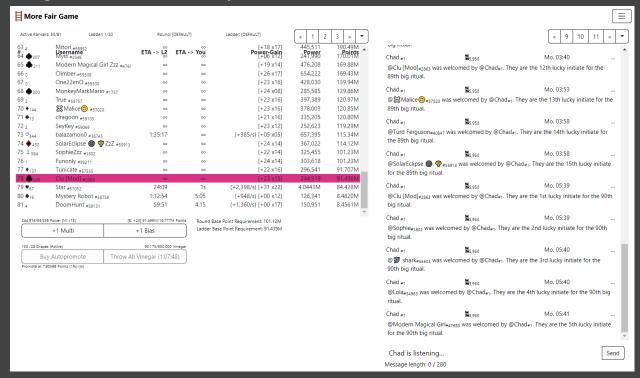
#### --you-color: #d63384;

#### All text relating to your ranker on the ladder



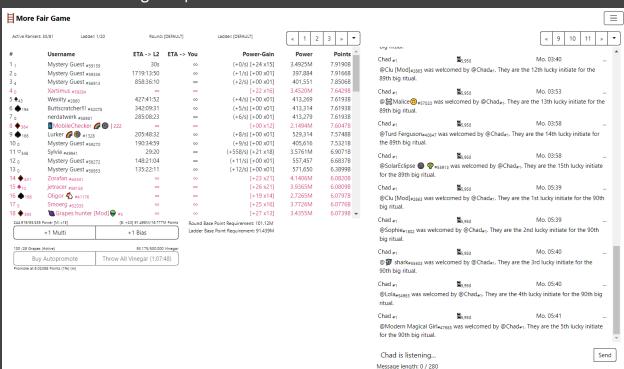
## --you-background-color: #d63384;

#### Background colour behind your ranker on the ladder



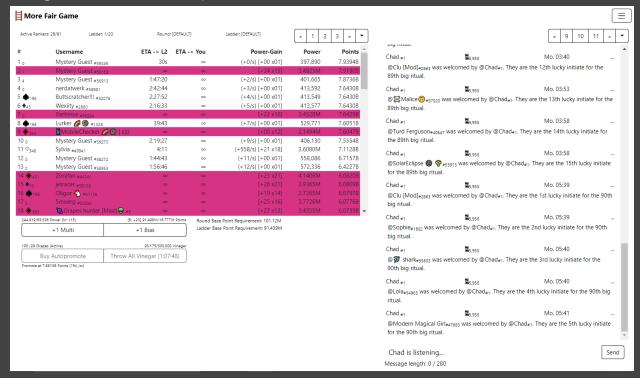
#### --promoted-color: #d63384;

#### All text relating to promoted rankers on the ladder



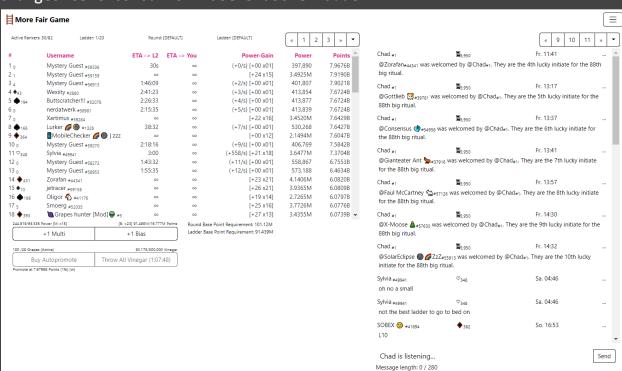
#### --promoted-background-color: #d63384;

#### Background colour for promoted rankers on the ladder



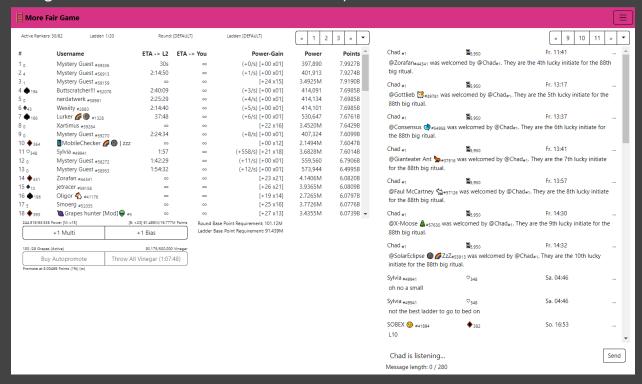
#### --header-color: #d63384;

#### Changes text colour of labels above ladder



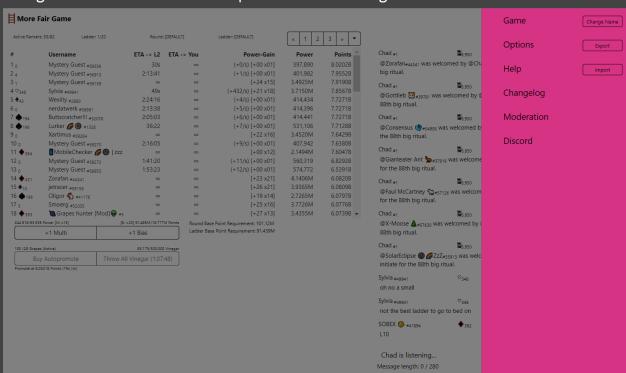
#### --navbar-color: #d63384;

#### Changes colour of the navbar at the top of the screen



#### --offcanvas-background-color: #d63384;

#### Changes the colour of the options menu background



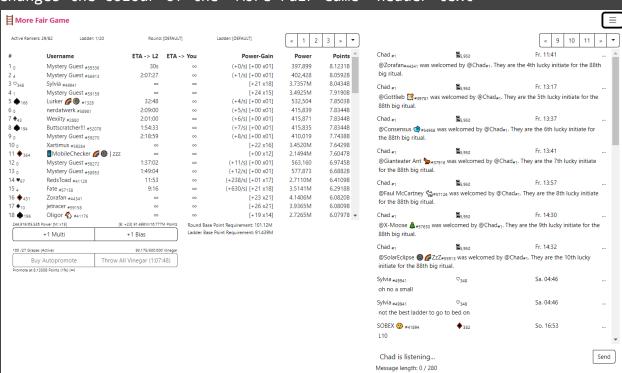
#### --link-hover-color: #d63384;

#### Changes the colour when you hover over links



#### --link-color: #d63384;

#### Changes the colour of the 'More Fair Game' header text



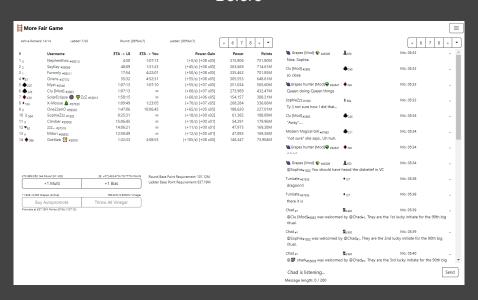
# 4. Targeting Specific Areas

You may of noticed this block of code in the example:

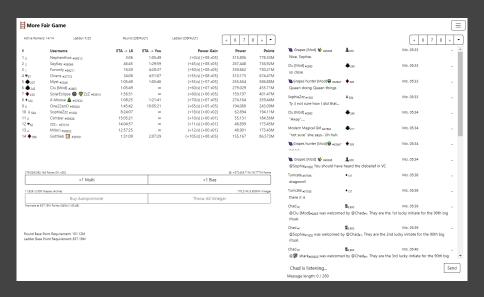
```
:root.exampletheme .col-6 {
    width: 110%;
}
```

What it is doing is targeting the specific area designated by the .col-6 and changing the width from the standard 50% to 110%

#### Before



#### After

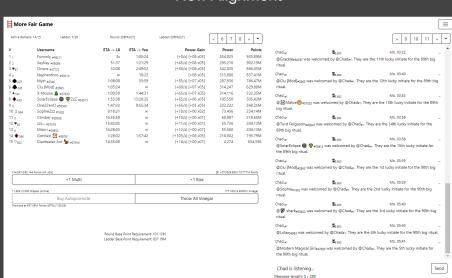


So you can see clearly that .col-6 affects the multi and bias buttons located underneath the ladder.

Another example is if I wanted to move the promotion threshold requirements to be more centred I can use:

```
:root.exampletheme .col-6[data-v-260edd08] {
    align: center;
}
```

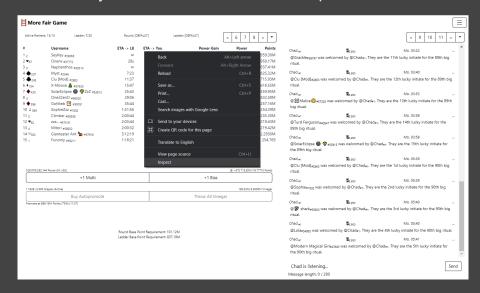
And because the text is contained within the .col-6, it's centered between the new width.



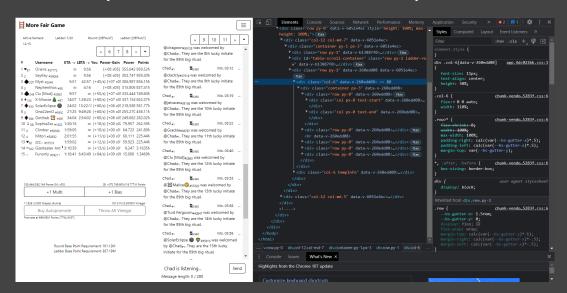
## **New Alignment**

You can edit the properties of most things this way using the theme loader.

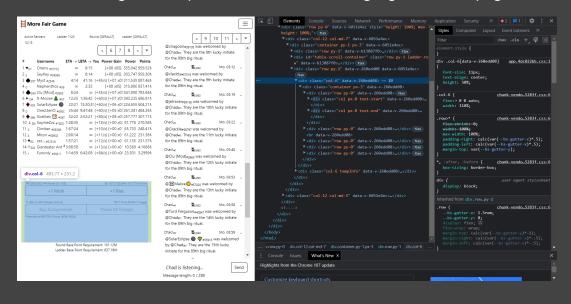
In order to find the names of the boxes/areas you want to target you'll need to inspect the page and do a bit of fiddling around. I'll show an example below. I use Google Chrome so your results may vary on different browsers. So right click the area you want to edit and select "Inspect" a console should open up.



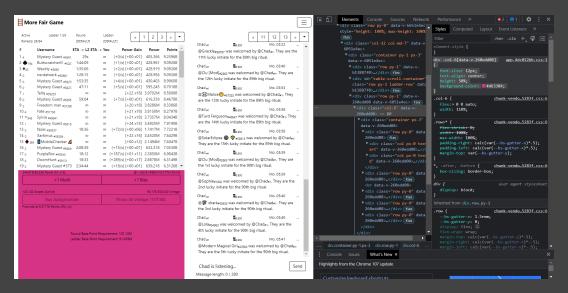
## What you'll want is the "Elements" tab and the "Styles" sub tab



## Hovering over a specific element should highlight it on the page



Click on the element and the "Style" tab should have similarly named groups. Edit the properties or add your own ones in to see what they do.



When you are happy with your edits, simply create a new block in your code.

For the example I've used above I changed the alignment and added a background colour, so the code I would add would be:

```
:root.exampletheme .col-6[data-v-260edd08] {
    align: center;
    background-color: #d63384;
}
```

The .[element] you just grab from that same stylesheet you've been editing. Then I would just place that into the text file I made on github and save.

NOTE: Sometimes with updates to the game the .[element] has a new ID, so if for some reason the theme stops working, check that they are still the same.

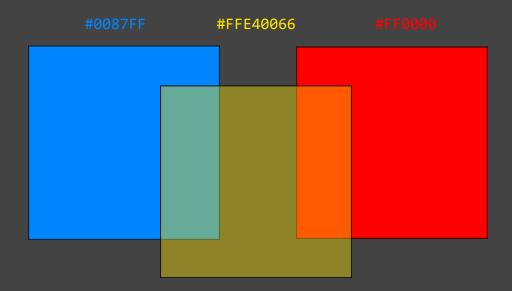
# 5. More Specific Code Examples

This section is just full of snippets of code to save you the time trying to figure it out.

## **Transparent Colours**

Isn't really a code example but can help when using hexcodes for colours

Normal hexcode is #FFFFFF, but you can make it transparent by adding 2 more digits.



#### **Custom Cursors**

The three main variations I've used are default, hovering over a button and hovering over a link, examples below.

Find a cursor that you like (there are sites all over the internet) and replace the url

#### **Default Cursor**

cursor:

```
:root.exampletheme body {
    cursor:
url("https://cur.cursors-4u.net/cursors/cur-9/cur269.cur"), auto;
}

Button Hover Cursor
:root.exampletheme .btn{
```

url("https://cur.cursors-4u.net/cursors/cur-9/cur266.cur"), auto;

#### **Link Hover Cursor**

```
:root.exampletheme a {
    cursor:
url("https://cur.cursors-4u.net/cursors/cur-9/cur272.cur"), auto;
}
```

### **Background Image**

The sets the background as an image of your choosing, the size and repeat properties make it fit to the size of the screen and fill the screen without repeating. Also supports animated images.

```
:root.exampletheme body {
    background-image: url("https://i.imgur.com/u4Bhut9.gif");
    background-size: 100%;
    background-repeat: no-repeat;
}
```

## Changing the default font

Sets the font

```
:root.exampletheme body {
    font-family: 'Consolas', sans-serif;
}
```

## Making your own variables

To make your own variables, which can then be referred to by others is super easy. Simply type it up as if it's a standard variable and give it a unique name.

Linking to it is as simple as replacing the default property value with var(--variablename), as seen below

```
:root.exampletheme {
     --colourone: #008e24;
     --colourtwo: #a9ce00;
     --main-color: var(--colourone);
     --main-secondary-color: var(--colourtwo);
}
```