A Guide to using Discord Rich Presence in your mod [BETA]

Note: This guide is meant for the DDLC Mod Template 2.0 – Versions 4.0.0+ that are Python 3 capable.

What is Discord Rich Presence?

Discord Rich Presence is a feature in Discord that allows game developers to show better game statuses inside of Discord. Normally this is used to show game information (Fortnite Match Progress/Type), elapsed time in a game among other options. Normally Discord Rich Presence is only available in C, C++ or C# for different engine types but thanks to *qwertyquerty*, Discord RPC works in Python.

How do I use Discord Rich Presence in my mod?

Make sure that you have *persistent.enable_discord* set to True in *__imports__.rpy*. Afterwards, go to Discord's Developer Portal and make a new application for your mod. Click it and name it, along with a app icon under **General Information**, save, and go to **OAuth2**. Click *Copy* under Client ID and paste it inside the *DiscordRPC* class parenthesis in **__imports__.rpy**.

```
RPC = DiscordRPC("<paste the Client ID Here>")
```

After pasting your Client ID, click Rich Presence and upload the art assets you want to use for your RPC app. Here you want to make sure that the images you uploaded are at minimum 512x512 and at most 1024x1024 in size.

After uploading all the assets you plan to use, open *discord_rpc.rpy* and edit the default information that state you can edit under def __init__(self, client_id).

- If you plan to use more screens and want a default presence, go to def rpc_thread_main(self) and add a elif statement that follows the other elif statements into the code with the screen you want detected and what state to describe it.

How do I update Presence status as a mod progresses?

To update status information, you can use the following functions

- RPC.update_state
- RPC.update_details
- RPC.update_large_img_info
- RPC.update_small_img_info

RPC.update_state

This function updates the additional information of a detail status like progress in the mod, etc. To update this state add this in your RPY story code.

```
$ RPC.update_state("Sayori stole all the cookies!")
```

RPC.update_details

This function updates what the player is doing in the mod. To update this state add this in your RPY story code.

```
$ RPC.update_details("Listening to DokiXM with Yuri")
```

RPC.update_large_img_info

This function updates the image and image text information of the large RPC image on Discord. You may either update the icon, icon text hover in Discord or both. To update this state add either of the following in your RPY story code.

- Make sure the image you want to update has been uploaded to your Discord App Page.

```
$ RPC.update_large_img("mod_icon_act2") # Only Updates the Icon
```

```
$ RPC.update_large_img(large_txt="Mod in Act 2") # Only Updates
the Icon Text
```

```
$ RPC.update_large_img("mod_icon_act2", "Mod in Act 2") # Updates
the Icon Image and Text
```

RPC.update_small_img_info

This function updates the small image and image text information of the small RPC image on Discord. You may either update the icon, icon text hover in Discord or both. To update this state add either of the following in your RPY story code.

- Make sure the image you want to update has been uploaded to your Discord App Page.

```
$ RPC.update_small_img("chapter_3") # Only Updates the Icon
```

```
$ RPC.update_large_img(large_txt="Progressing Chapter 3") # Only
Updates the Icon Text
```

```
$ RPC.update_large_img("chapter_3", "Progressing Chapter 3") #
Updates the Icon Image and Text
```