Adding custom Logos and Avatars

In this chapter we will learn how to:

1) Add a custom logo.

2) Add user avatars.

Adding a Logo

An additional key passed in gotCustomInfo is a logo URL for monetizing purposes.

T.custom(CUSTOM\_INFO\_KEY\_logoFullUrl,"");

Adding user avatars

After each user connects to the server, each user in the game will get a gotUserInfo callback describing a set of custom values about the connecting user, such as name, avatar, credibility, etc.

To get a user's avatar, we will override the gotUserInfo function

**override** **public** **function** gotUserInfo(userId:int, infoEntries:Array):**void**

{

}

userId – the unique user Id of the player described in the gotUserInfo callback.

infoEntries – an array of InfoEntry elements, each having a key and a value, in this case we will look for the key USER\_INFO\_KEY\_avatar\_url and then take the appropriate value.