Adding custom Logos and Avatars

In this chapter we will:

1) Learn how to add a custom logo

2) Learn how to add user avatars

Adding a Logo

We already talked about gotCustomInfo being called right after registering the game on the server, well besides the values we talked about, the game can also receive a logo URL for monetizing purposes, as the rest of the values that are passed in the gotCustomInfo callback we will call the T class after or during the gotCustomInfo callback, to get the logo URL.

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

Adding user avatars

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

To get a players 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.