

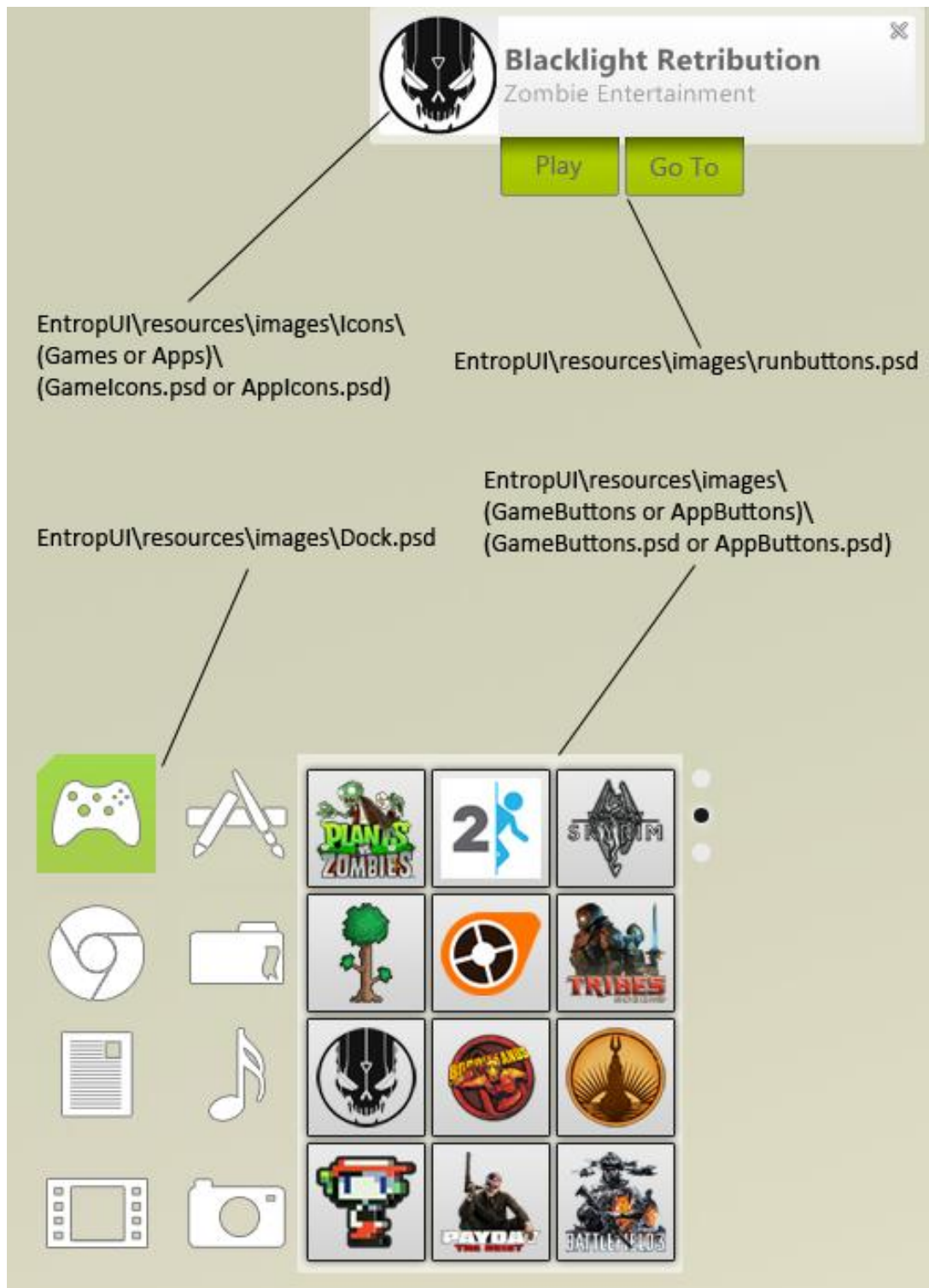
# Tutorial for Utilizing EntropUI by MrRandom

## ***Step 1: List of all games and applications currently available on EntropUI:***

- APB Reloaded
- Battlefield Bad Company 2
- Bioshock 2
- CoD 4
- Counter Strike Source
- Fallout New Vegas
- Hard Reset
- Just Cause 2
- Killing Floor
- Left 4 Dead 2
- League of Legends
- Orcs Must Die!
- Plants vs Zombies
- Portal 2
- Elder Scrolls V: Skyrim
- Terraria
- Team Fortress 2
- Tribes Ascend
- Blacklight Retribution
- Borderlands 1
- Bioshock 1
- Cave Story+
- Payday the Heist
- Battlefield 3
- Shank
- Saints Row the Third
- StarCraft II
- Photoshop
- After Effects
- Premiere Pro
- Steam Client
- PlayClaw 3
- Total Media Extreme (Xbox Recording Software)
- Cinema 4D R11.5
- 3D Studio Max 2010
- Zune
- iTunes
- Notepad++
- Matlab
- CORE Client
- Audacity
- Origin
- FL Studio
- Ventrilo

If you have any extra games or applications that aren't in this list, you must create their buttons and code. Here is what you need to do for each game/app:

## Step 2: Creating the Buttons



The above image shows the locations of the Photoshop button files. These .psd files are in the locations that you save the related buttons.

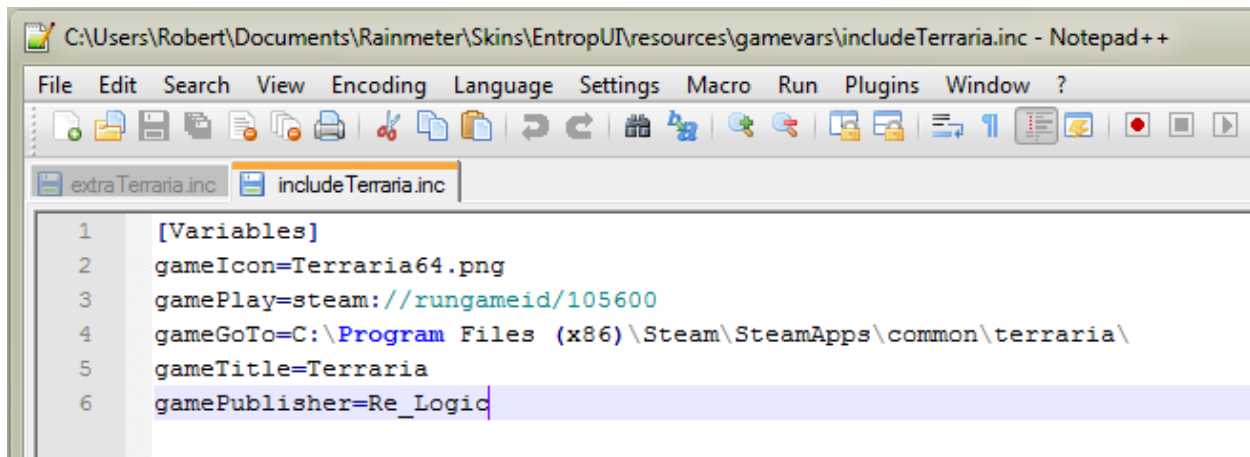
Suggestions:

1. First, create the 64px icons in EntropUI\resources\images\icons\
2. Next, use those 64px images when making the GameButtons. The images within these buttons are roughly 85% of the size of the 64px images, so just center the image on the button and scale.

### ***Step 3: Creating the include files and extra files:***

In order for these buttons to work, there must be an .inc file within the resources\gamevars or resources\appvars folder.

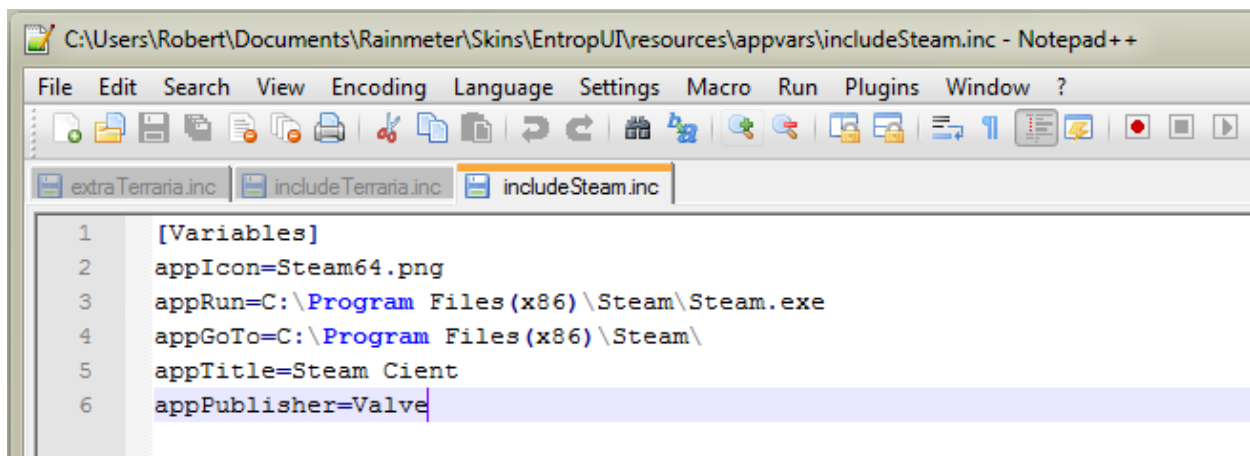
Contents of a game's .inc file:



A screenshot of a Notepad++ window titled "C:\Users\Robert\Documents\Rainmeter\Skins\EntropUI\resources\gamevars\includeTerraria.inc - Notepad++". The window shows a code editor with the following content:

```
1  [Variables]
2  gameIcon=Terraria64.png
3  gamePlay=steam://rungameid/105600
4  gameGoTo=C:\Program Files (x86)\Steam\SteamApps\common\terraria\
5  gameTitle=Terraria
6  gamePublisher=Re_Logio
```

Contents of an app's .inc file:

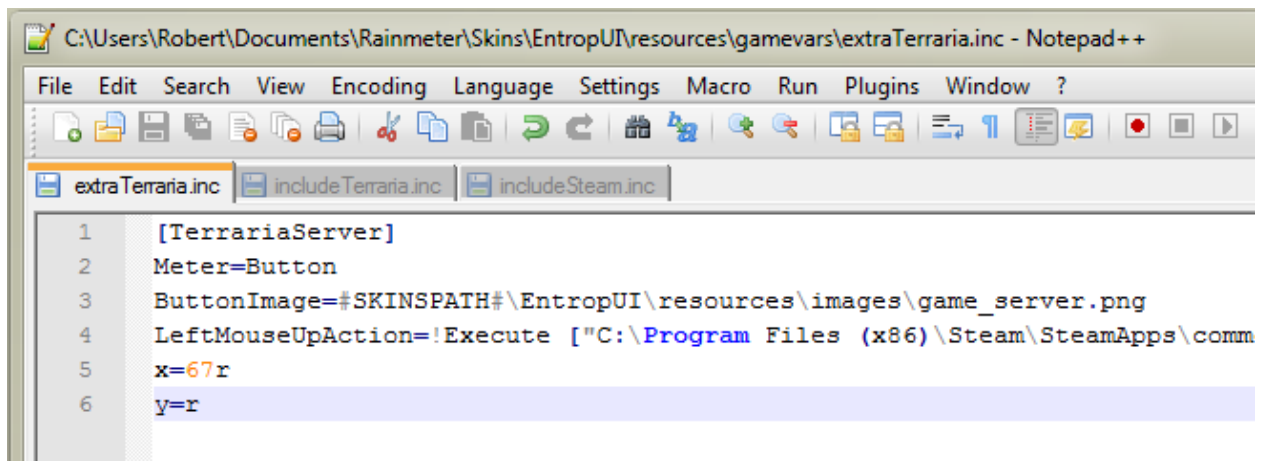


A screenshot of a Notepad++ window titled "C:\Users\Robert\Documents\Rainmeter\Skins\EntropUI\resources\appvars\includeSteam.inc - Notepad++". The window shows a code editor with the following content:

```
1  [Variables]
2  appIcon=Steam64.png
3  appRun=C:\Program Files (x86)\Steam\Steam.exe
4  appGoTo=C:\Program Files (x86)\Steam\
5  appTitle=Steam Client
6  appPublisher=Valve
```

Do not change any of the variable names, just whatever values they hold after the "=" sign. The Steam "rungameid" code is found by saving a desktop shortcut using the right click on a game in your Steam library.

The extra files contain extra meters that are specific to a game or app. For instance:



```
1 [TerrariaServer]
2 Meter=Button
3 ButtonImage=#SKINSPATH#\EntropUI\resources\images\game_server.png
4 LeftMouseUpAction=!Execute ["C:\Program Files (x86)\Steam\SteamApps\comm
5 x=67r
6 y=r
```

In extraTerraria.inc, I created a new meter that opens the server application. Note that these extra meters are going to be after the normal meters in the window, so they will always be on top.

Lastly, and most importantly, remember the id that you named the include files. The id is what comes after extra or include (include#id#.inc). This is what is used to bring up the correct code when you click the game buttons. The id's of the include and extra files need to be the same.

#### **Step 4: Inputting the New Buttons**

The buttons work in rows. By this I mean that the first button in each row has a hard coded coordinate, and the following buttons are just position relative to it. These are the coordinate of the first buttons in each row:



The other buttons in each row have the following coordinates:

X=67r

Y=r

This is the code for each game button:

```
[SC2]
Meter=Button
x=67r
y=r
ButtonImage=#SKINSPATH#\EntropUI\resources\images\GameButtons\SC264.png
Group=Gamelcons | CloseGameHub | Page3

LeftMouseUpAction=!Execute [!RainmeterWriteKeyValue Variables pickedGame SC2
#SKINSPATH#\EntropUI\GameHub\gamehub.ini][!Refresh EntropUI\GameHub
gamehub.ini][!ActivateConfig EntropUI\GameHub gamehub.ini]

ToolTipText="StarCraft II"
Hidden=1
```

The title of the meter should be the id you made for the include files; this is simply for easy finding. Obviously, this meter is designed for StarCraft II, so for your button the corresponding data must be changed.

The most important part is the LeftMouseUpAction. The only thing you need to change per game is the value after “pickedGame”. This needs to be the exact name of the id you used for the include and extra files, and case-sensitive. If not, then the file will not be read and the window will not work.

In the case that you need extra pages to hold the plethora of games or apps that you have, just copy the code from the previous page buttons and alter it for the new page. The buttons that you want on that page must have the group corresponding to it. For example, if I have buttons I want on Page 5, these buttons would be in the “Page5” group, which is called from the Page 5 Button.

## **Credits**

The EntropUI skin was made by MrRandom (a.k.a. MrRandom100). If you see anyone else distributing the EntropUI skin as their creation, contact me immediately through my Reddit account “MrRandom100”. You may also use this contact for any confusion you may have, or if you just need some help with the skin.

On a last note, because some of the non-Steam games I have run through Steam, you should check those first if you plan on using them immediately. These games include: **Battlefield 3**, **Blacklight Retribution**, **StarCraft II**, and **Tribes Ascend**.