[TuT] Adding Extra Options Widget [1.5]

Hello friends, I've recently noticed that some people prefer having an Extra Options, rather than commands...

So, I decided to make this little tutorial, and I hope you like it tho 🙄

Let's start with the XML part, you only need to edit Interface/default/Option.xml (obviously you need to decompile default.mrs to be able to edit)

Everything in GREEN is a name (add more extra options the same way), don't change the rest names, that will make it alittle complex for some :P
NOTE: I'll be adding 1 toggle (checkbox) as an example and the others are the same tho, I'll be using this toggle release for the current example:
http://forum.ragezone.com/f245/sword...toggle-838235/

Option.xml
Code:

```
<FRAME item="ExtraOptionGroup" parent="OptionGroup">
          <FRAMELOOK>NullFrameLook</FRAMELOOK>
          <BOUNDS>
                  <X>180</X>
                  <Y>70</Y>
                  <W>350</W>
                  <H>300</H>
          </BOUNDS>
          <VISIBLE>FALSE</VISIBLE>
          <RESIZABLE>false</RESIZABLE>
          <FOCUSABLE>false</FOCUSABLE>
          <MOVABLE>false</MOVABLE>
     </FRAME>

     <LABEL item="Label" parent="ExtraOptionGroup">
          <FONT>FONTa9</FONT>
          <TEXTCOLOR>
                  <R>205</R>
                  <G>205</G>
                  <B>205</B>
          </TEXTCOLOR>
          <BOUNDS>
                  <X>2</X>
                  <Y>0</Y>
                  <W>300</W>
                  <H>24</H>
          </BOUNDS>
          <TEXT>Sword Trail</TEXT> <!-- 반사효과 -->
     </LABEL>
     <BUTTON item="TRAIL" parent="ExtraOptionGroup">
          <BUTTONLOOK>Custom1ButtonLook</BUTTONLOOK>
          <PUSHBUTTON/>
          <BOUNDS>
                  <X>229</X>
                  <Y>0</Y>
                  <W>100</W>
```

```
                        <H>24</H>
            </BOUNDS>
            <ALIGN>
                    <HALIGN>right</HALIGN>
            </ALIGN>
      </BUTTON>

<BMBUTTON item = "ShowExtraOptionGroup" parent = "OptionGroup">
            <BOUNDS>
                    <X>19</X>
                    <Y>402</Y>
                    <W>70</W>
                    <H>70</H>
            </BOUNDS>
            <TEXT></TEXT>
            <STRETCH/>
            <BITMAP type="up">extra_off.tga</BITMAP>
            <BITMAP type="over">extra_off.tga</BITMAP>
            <BITMAP type="down">extra_on.tga</BITMAP>
            <PUSHBUTTON/>
      </BMBUTTON>
```

it doesn't matter where you put the code above in the Option.xml, cuz what organize it, are the X/Y/W/H, then each time you need to add toggle simply increase the Y, so the next toggle/checkbox will be under the first.
Option.xml
search for *<TABCONTROL item="OptionTabControl">*
paste under it this code
Code:

```
<TAB button = "ShowExtraOptionGroup" widget =
"ExtraOptionGroup"/>
```

Done with Option.xml -> save it -> compile default folder -> replace the default.mrs with it !

Source code side:
ZConfiguration.h
search for *struct ZCONFIG_ETC{*
add above it this code
Code:

```
struct ZCONFIG_EXTRA{
      bool        bTrailOption;              //Trail Option
};
```

search for *ZCONFIG_ETC m_Etc;*
add under it
Code:

```
ZCONFIG_EXTRA        m_Extra;
```

search for *ZCONFIG_ETC* GetEtc() { return &m_Etc; }*
add under it
Code:

```
ZCONFIG_EXTRA* GetExtra()          { return &m_Extra; }
```

search for *#define ZTOK_VIDEO*
add above it
Code:

```
#define ZTOK_EXTRA                                      "EXTRA"
#define ZTOK_EXTRA_TRAIL                      "TRAIL"
        //Trail Option
```

at the end of the defines add this somewhere
Code:

```
#define Z_EXTRA_TRAIL                      (ZGetConfiguration()-
>GetExtra()->bTrailOption) //Trail Option
```

ZConfiguration.cpp
search for *aElement =
parentElement.CreateChildElement(ZTOK_ETC_FRAMELIMIT_PERSECOND);*
or some where in line 1100+ add this code
under *aRootElement.AppendText("\n\n\t");*
Code:

```
//Extra
        {
                MXmlElement
        parentElement=aRootElement.CreateChildElement(ZTOK_EXTRA);

                MXmlElement          aElement;

                char temp[256];

                //Trail Option
                parentElement.AppendText("\n\t\t");
                aElement =
parentElement.CreateChildElement(ZTOK_EXTRA_TRAIL);
                sprintf(temp, "%s",
m_Extra.bTrailOption?"TRUE":"FALSE");
                aElement.SetContents(temp);

                parentElement.AppendText("\n\t");
        }

        aRootElement.AppendText("\n\n\t");
```

search for *m_Etc.bInGameNoChat = false;*
add under it
Code:

```
m_Extra.bTrailOption = false; //Trail Option
```

just to mention (=false) means the checkbox is unchecked at the beginning, (=ture)
is checked...

search for *childElement.GetChildContents(m_Macro.szMacro[7], ZTOK_MACRO_F8,*

255);
add under it (after the **}** ofcourse)
Code:

```
if (parentElement.FindChildNode(ZTOK_EXTRA, &childElement))
            {

      childElement.GetChildContents(&m_Extra.bTrailOption,
ZTOK_EXTRA_TRAIL);
            }
```

ZOptionInterface.cpp
search for *pWidget = (MButton*)pResource->FindWidget("InvertMouse");*
add this code after the whole *if* function
Code:

```
//Trail Option
            pWidget = (MButton*)pResource->FindWidget("TRAIL");
            if(pWidget)
            {
                  Z_EXTRA_TRAIL = pWidget->GetCheck();
            }
```

search for *pWidget->SetCheck(!ZGetConfiguration()->GetAudio()->bEffectMute);*
add this after the **}**
Code:

```
//Trail Option
            pWidget = (MButton*)pResource->FindWidget("TRAIL");
            if ( pWidget )
            {
                  pWidget->SetCheck(ZGetConfiguration()-
>GetExtra()->bTrailOption);
            }
```

<u>finally the performing code of the extra option you made, in this situation as the sword trail in the example i gave, follow the release in the link above (ZCharacter.cpp Ln 921)</u>
Final results:

By the way, here's the download for the extra_off/on (save them inside the default.mrs)
Extra TGA Pictures On / Off

Credits:
Me 🙂
ThunderZ (sword trail toggle)

Hope you like it mates, thnx :)