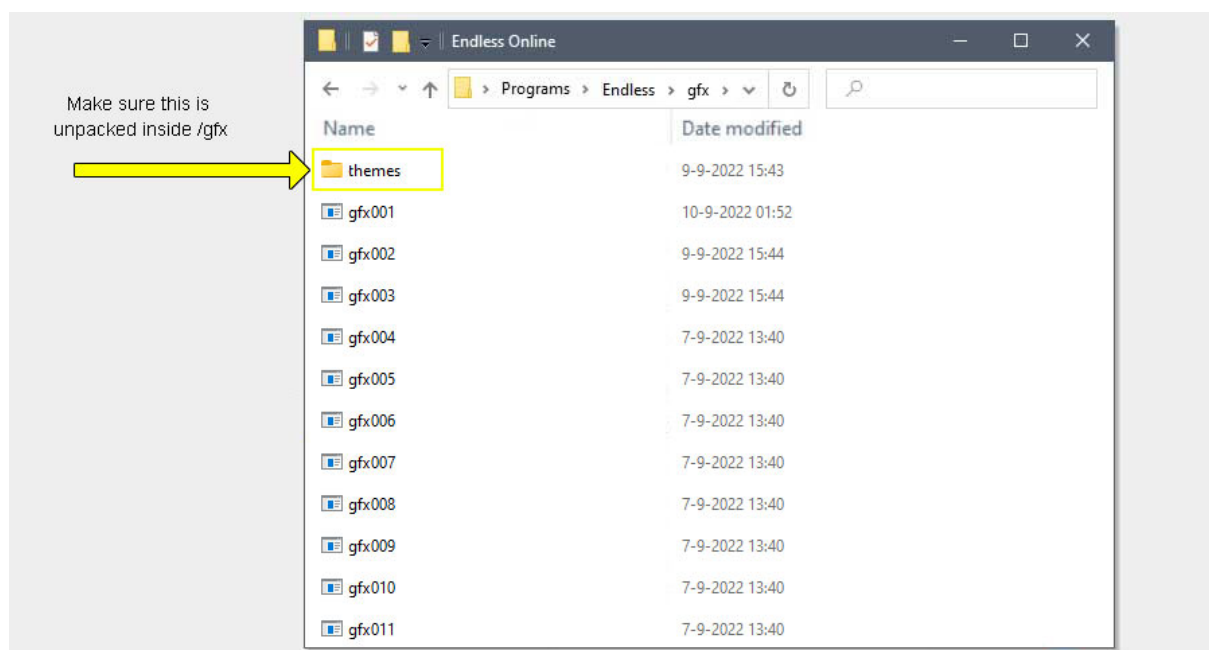# ENDLESS THEMES GUIDE

Create your own!

Instructions

Each theme is a package of 3 indentical named files that should be placed inside the **gfx/themes** folder of your game client. For example:

mynewtheme**000.ini** - *text file to enter the name, autor, customized font colors ..etc*
mynewtheme**001.egf** - *duplicated gfx001.egf file to modify with customized graphics*
mynewtheme**002.egf** - *duplicated gfx002.egf file to modify with customized graphics*

   - Duplicate or copy the three above files into the folder : Gfx/Themes
   - Make sure to use more then 4 characters for your theme files.

Make sure this is
unpacked inside /gfx

	Endless Online			□	×
	› Programs › Endless › gfx › ∨	Ú			
Name		Date modified			
📁 themes		9-9-2022 15:43			
🔲 gfx001		10-9-2022 01:52			
🔲 gfx002		9-9-2022 15:44			
🔲 gfx003		9-9-2022 15:44			
🔲 gfx004		7-9-2022 13:40			
🔲 gfx005		7-9-2022 13:40			
🔲 gfx006		7-9-2022 13:40			
🔲 gfx007		7-9-2022 13:40			
🔲 gfx008		7-9-2022 13:40			
🔲 gfx009		7-9-2022 13:40			
🔲 gfx010		7-9-2022 13:40			
🔲 gfx011		7-9-2022 13:40			

FontColorEdits

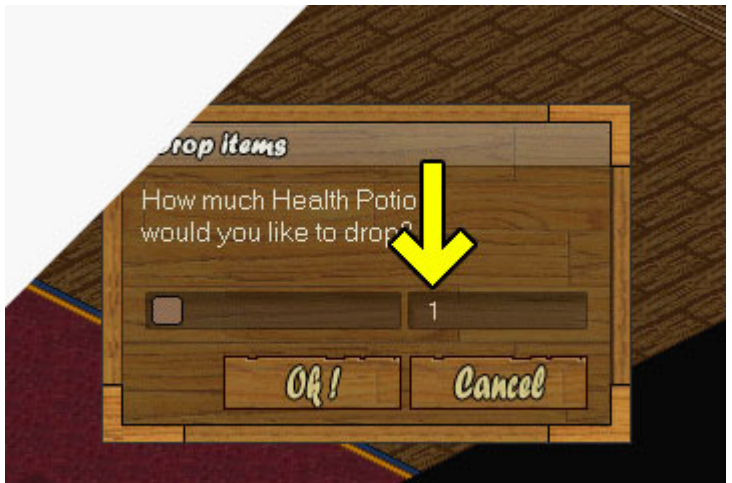# FontColorEdits : edit default color (mainly menu)

- Menu: login
- Menu: new account
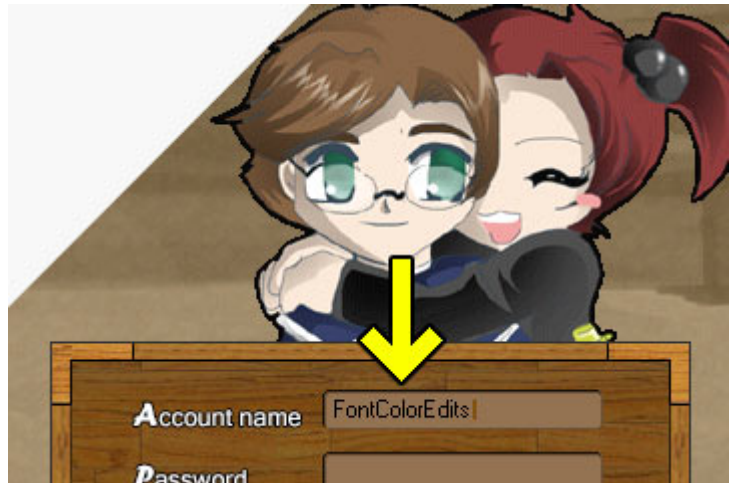
FontColorPopupEdits

FontColorPopupEdits : edit color used in all game popups/dialogs.

- Item drop ammount
- Shop buy ammount
- etc

FontColorChatEdit

FontColorChatEdit : edit color used for the main chatbar.

- Only the chat

Endless Themes

FontColorMenu

FontColorMenu : used in the 2 password recovery and validation screens.

- New account validation
- Password recovery

FontColorTopBar

FontColorTopBar : the top hp,tp,sp and exp dropdown bar text color.

- Hp,tp,sp,exp bars
- Only on dropdown

FontColorBottomBar

FontColorBottomBar : the font color used for hints and (clock) widget.
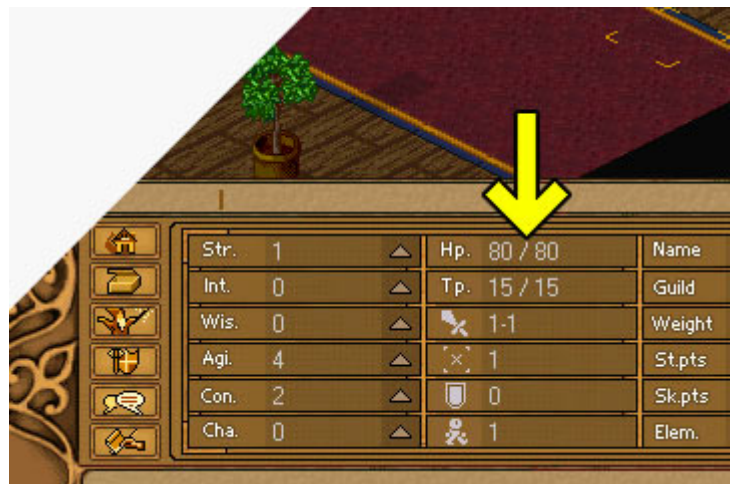
- Hints
- Widget (clock,weight..)

FontColorPanel

FontColorPanel : the default font color for all bottom panels.

- Settings panel
- Help panel
- Playercount
- etc

FontColorPanelList

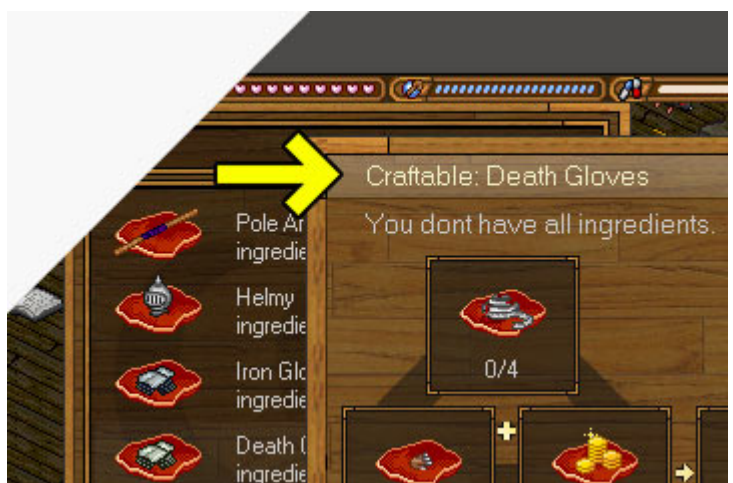# FontColorPanelList : the font used for panel lists; playerlist, grouplist, help etc.

- Who is online list
- Group list
- etc

FontColorDialogCaption

FontColorDialogCaption : used for the upper header/caption of each dialog.
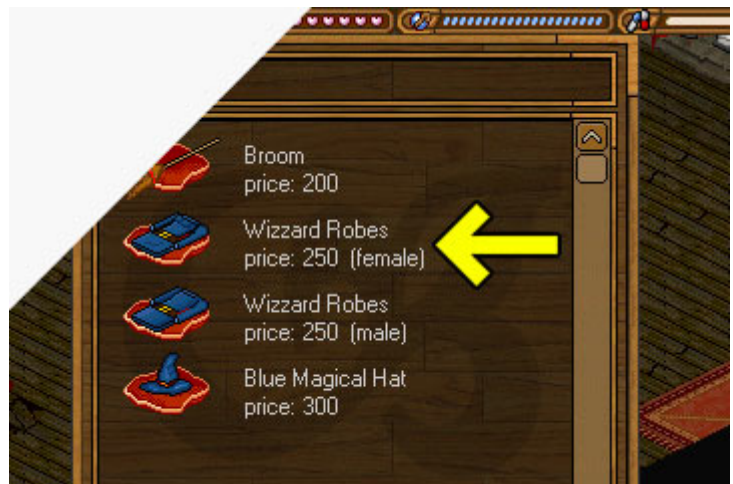
- Certain caption popups
- Example: Crafting

FontColorDialog

\# FontColorDialog : used for all dialogs, like paperdoll, trade, guild, barber etc.

- Trade , Quest (dialogs)
- Guild , Guild
- Barber , Lawyer
- etc

FontColorDialogSoft

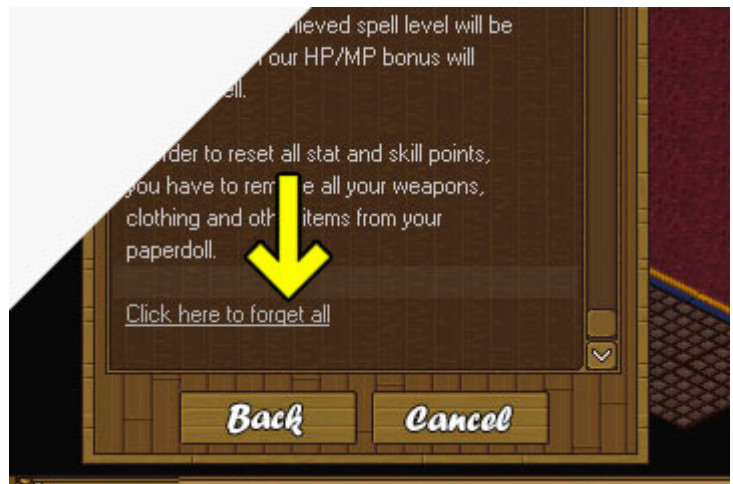\# FontColorDialogSoft : a softer tone used by new account notice, character names & loading screen.
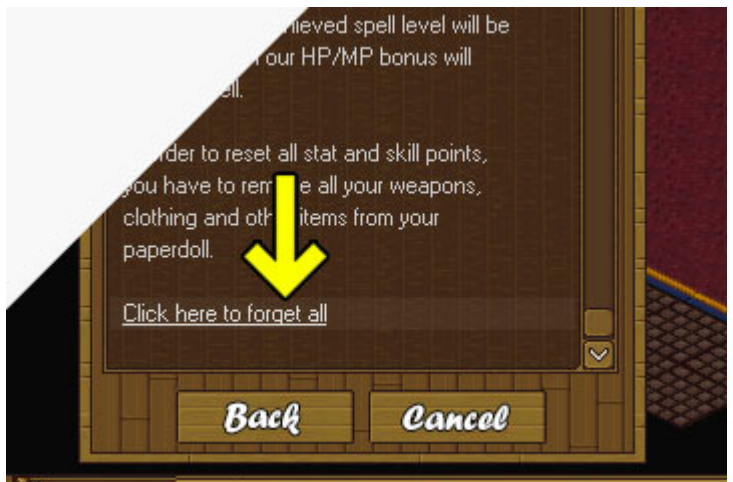
FontColorDialogLink

FontColorDialogLink : for example skill master forget link.

FontColorDialogLinkOver

FontColorDialogLinkOver : used to hilight a mouseover on a link.

FontColorPopupCaption

FontColorPopupCaption : used for the upper header/caption of each (small) popup.
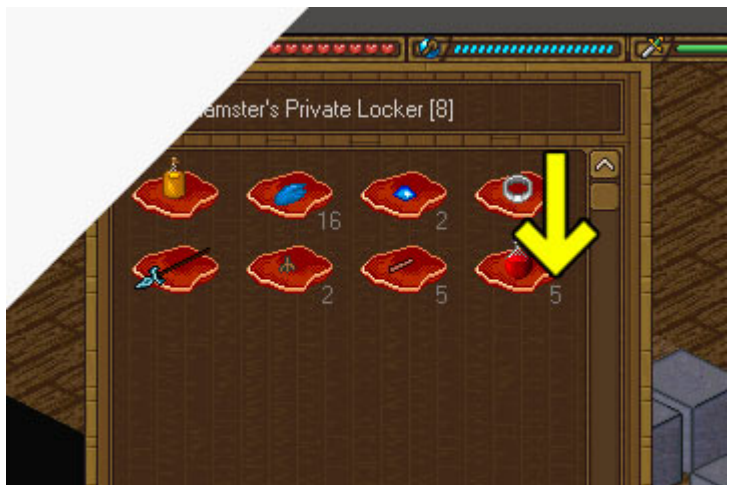
- Warnings

FontColorPopup

FontColorPopup : used for all popups.

- The body text of all popup warnings.
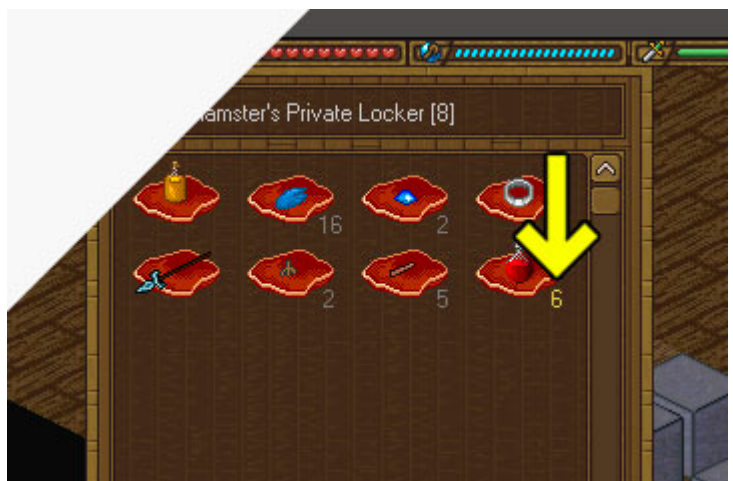
FontColorLockerItem

FontColorLockerItem : to display the item count of each locker item.

FontColorLocker ItemHighlight

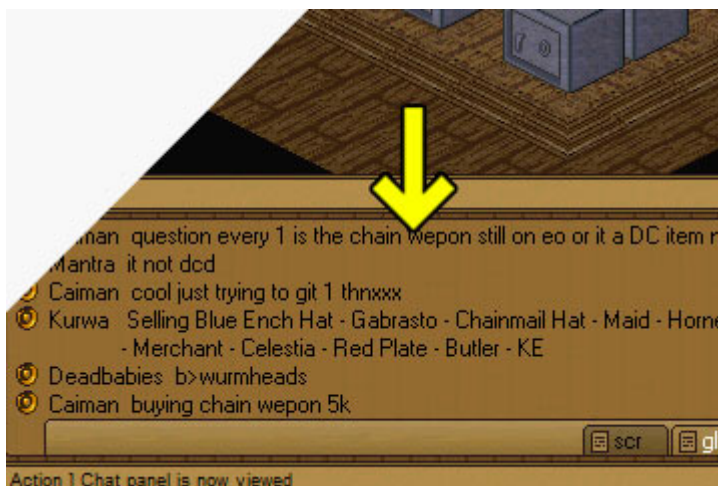# FontColorLockerItem Highlight : to display the highlighted item count.

- displayed 1 second after item deposit(s)

FontColorChatDefault
FontColorChatPrivate
FontColorChatSystem
FontColorChatWarning
FontColorChatGlobal
FontColorChatAdmin

FontColorChatTabFont

ColorChatTabActive

FontColorChat
TabHighlight

How to use Colors ?

Colors can be entered in 2 formats :

Easy : **R,G,B , decimal style**

Where each color (r , g or b) can have a value between 0 and 255

For example : **FontColorEdits = 255,0,0**   would make all menu edits **RED**

Some more color examples are :

Blue   : 0,0,255

Green   : 0,255,0

Yellow   : 255,255,0

White   : 255,255,255

Advanced : **#RRGGBB , hexadecimal style**

Where each color (RR , GG , BB) can have a hexadecimal value between 00 and FF

For example : FontColorEdits = #FF0000 would be **RED**

For example : FontColorEdits = #0000FF would be **BLUE**