Custom Icons/Sounds

I have added the ability for Relamz to open on startup, files by the names of, "Realmz Portraits" and "Realmz Sounds".

If you have a resource file by either of these names in the folder with Realmz, they will be opened and all icons/sounds in them will take priority over those in the application.

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This is how you can add a custom icon/sound of your choosing.

To edit/create the resource file you will need to use a utility such as ResEdit.

You will also have to make sure the icon/sound resource you add has the same ID as the icon/sound in the Realmz application you wish to replace.

All portrait icons must be an ID from 257 to 316 and can be one of two sizes. They can be 32x32 OR 44x44.

Custom full body icons must have an icon ID from 9000 to 9059.

DO NOT edit the original Realmz application.   If you do and attempt to use a patch to upgrade the version in the future you will get an error.   Since the application is no longer what is expected by the patch it will not work.   For that reason you should NEVER edit the original Realmz application or any of its resources for ANY reason.

Please do not ask about more information about this particular feature. Those of you who know exactly what to do should not need to ask questions and those that do need to ask questions should not attempt to do it.   Nuff said.