Newest Additions - Faces

Faces is the newest feature of .93. This allows you to see icons of people on IRC.

To utilize Faces, you must have the ResEdit file called 'Faces' within the same folder as your Homer application. In the initial console screen, Homer notifies you if your Faces database is loaded properly.

<--- Faces file must be in the same folder as --->

In concept, what the Faces ability allows you to do is see little faces of the individuals who are on your currently active channel. What they are in fact are cicn resources from a ResEdit file. The files are 32 x 32 in dimension. Each person should have a <user>.default icon, then any other icons for any actions they might perform. I will explain how to edit the ResEdit resource to add your own faces. Remember, for others to see your actions, they must update their Faces file as well. If people you know already know how to use ResEdit, simply DCC them a copy of your Faces file and they can copy/paste the cicn's they need to update their Faces file. If the person doesn't know how to edit with ResEdit, just have them simply replace their Faces file with a newer version of yours.

In the example below, my faces window is open, and currently on my channel are Primary, myself and moof. Thus, the three default faces for us appear. As people enter and leave the channel, their corresponding face will either appear (if there is a face) or disappear. Below, you can see that Primary has made a face for whenever he leers. Whenever Homer sees an action by Primary for leering, it pops up the corresponding 'leer' face cicn for a period of 4 seconds. After the 4 seconds pass, the default Face cicn will reappear. Example below...

ote:

Face icons are linked by Nickname not by address. Thus, if you change your nick to something else, your face will disappear.

Editing the ResEdit Faces file:

NOTE: YOU HAVE TO MAKE THE CICNS PURGEABLE OR YOU WILL NEVER HAVE A HAPPY LIFE.

Okay.. you get the idea. Let's quickly go onto the editing of the Faces file with ResEdit. First, you have to have the ResEdit program. If you don't, then start looking. If you don't know what you're doing with ResEdit, don't go playing with every part of your system with it because you're liable to screw everything up.

Secondly, open your faces file. There's only one resource type at present, the cicn.

<-- Initial window

view after opening the Faces file.

After you have

this, double-click on the 'cicn' resource.

Next.. you'll see the cicn's that are currently in the file. In my current file, I have the following.

Every cicn face MUST have it's own unique id number. As you can see

to the right, each face has a unique

number below the face. When you

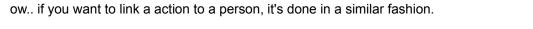
add new faces, you will cut/paste them

into your current Faces file. If ResEdit

attempts to paste and finds an existing

cicn has the same number, it will ask

you if you'd like to replace or create					
a new cicn with a unique ID number.					
New years of the end of a consideration					
You would want to add a new cicn with					
its own unique ID, so click on that.					
Example of that dialogue box below.					
ou can also edit and add new cicn's to your process because I'm too lazy.	Faces file	within ResEdit. I'm	not going to go into that		
But quickly I'll describe the process of sett want to link to a specific action, select the ci Info on that face to get a window such as th The default face will be the one you see whethey aren't performing any actions. The default face will be the one you see whethey aren't performing any actions.	icn face by e ones bel en the pers	single clicking on it. ow. First, all users r son joins the channel	Then select Get Resource must first have a (default) face. and the one you will see when		
The name of the default cicn should be in the format as below.					
<nickname>.default</nickname>	such as:	Primary.default	Corum.default		



Instead of using the words default, place whatever action you want to key the face you have selected. So.. in the example below, this cicn (what the face looks like doesn't matter) would be displayed whenever Primary had the action of 'looks horny'.

So.. when Homer sees this on the channel:

*** Action: Primary looks horny

The corresponding face below would pop up.

The Name field format below is as follows:

<NickName>.action