

## 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 cicc 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 cicc'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 cicc for a period of 4 seconds. After the 4 seconds pass, the default Face cicc 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.

view after opening the Faces file.

<-- Initial window

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

After you have

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 cicon with a unique ID number.

You would want to add a new cicon with  
its own unique ID, so click on that.

Example of that dialogue box below.

you can also edit and add new cicon's to your Faces file within ResEdit. I'm not going to go into that  
process because I'm too lazy.

But... quickly I'll describe the process of setting cicon's to link to a action. After you have a cicon face you  
want to link to a specific action, select the cicon face by single clicking on it. Then select Get Resource  
Info on that face to get a window such as the ones below. First, all users must first have a (default) face.  
The default face will be the one you see when the person joins the channel and the one you will see when  
they aren't performing any actions. The default resource info should appear as follows.

The name of the default cicon should be in the format as below.

<NickName>.default

such as: Primary.default

Corum.default

ow.. if you want to link a action to a person, it's done in a similar fashion.

Instead of using the words default, place whatever action you want to key the face you have selected. So.. in the example below, this cign (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

