

# Simple RPC User Manual

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# Introduction

Thank you for choosing or considering Simple Discord RPC. This is a mod that allows you to display Minecraft or a custom Modpack name on your Discord Status, so that other people can see what you are doing.

## **Information:**

Supported Minecraft Versions: 1.12.2, 1.14.4, 1.15.2, 1.16-1.16.5, 1.17

Modloader: Forge/Fabric

Current Version: [Version 2.2](#)

# Creating a Custom Discord App

Out of the Box, Simple RPC will use "Minecraft" as the name of the game you are playing.

While this is ideal for most people, you might want to display the name of your Modpack instead of "Minecraft". This guide aims to help you set this up.

“ By the end of this guide you should:

- Have a custom discord app set up
- Have all your RPC images uploaded
- Have your custom app name displaying on discord

## Part 1 - Creating a custom app

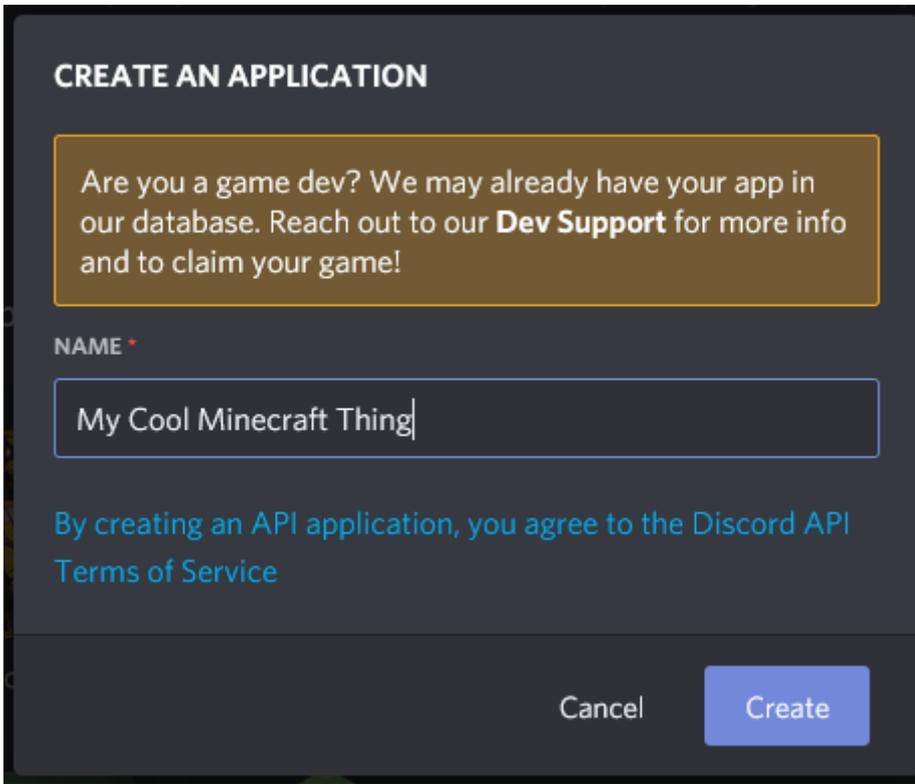
- To get started, head over to <https://discord.com/developers/> and sign in using your discord account. After signing in, you will be taken to the Discord Developer Dashboard. Press the "New Application" button located at the top right of the screen

### Applications

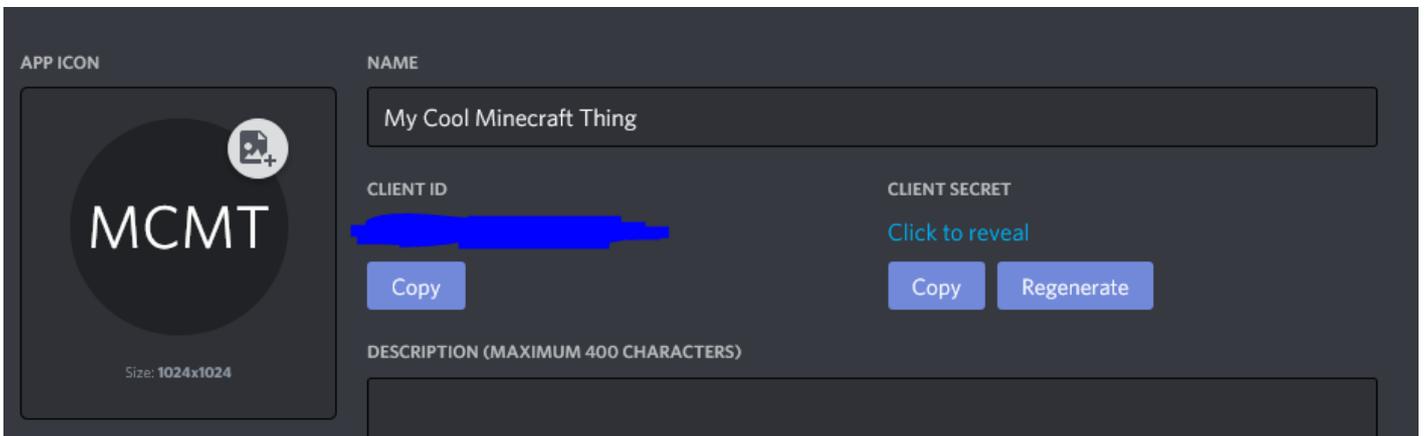
New Application

Find the perfect feature set for your game in our Game SDK, and sign up for Server Commerce to start selling directly in your server. Get started by creating a new application. We can't wait to see what you make!

- You will get a popup prompting you for a name. Enter the name of your modpack or anything else you'd like and click "Create"



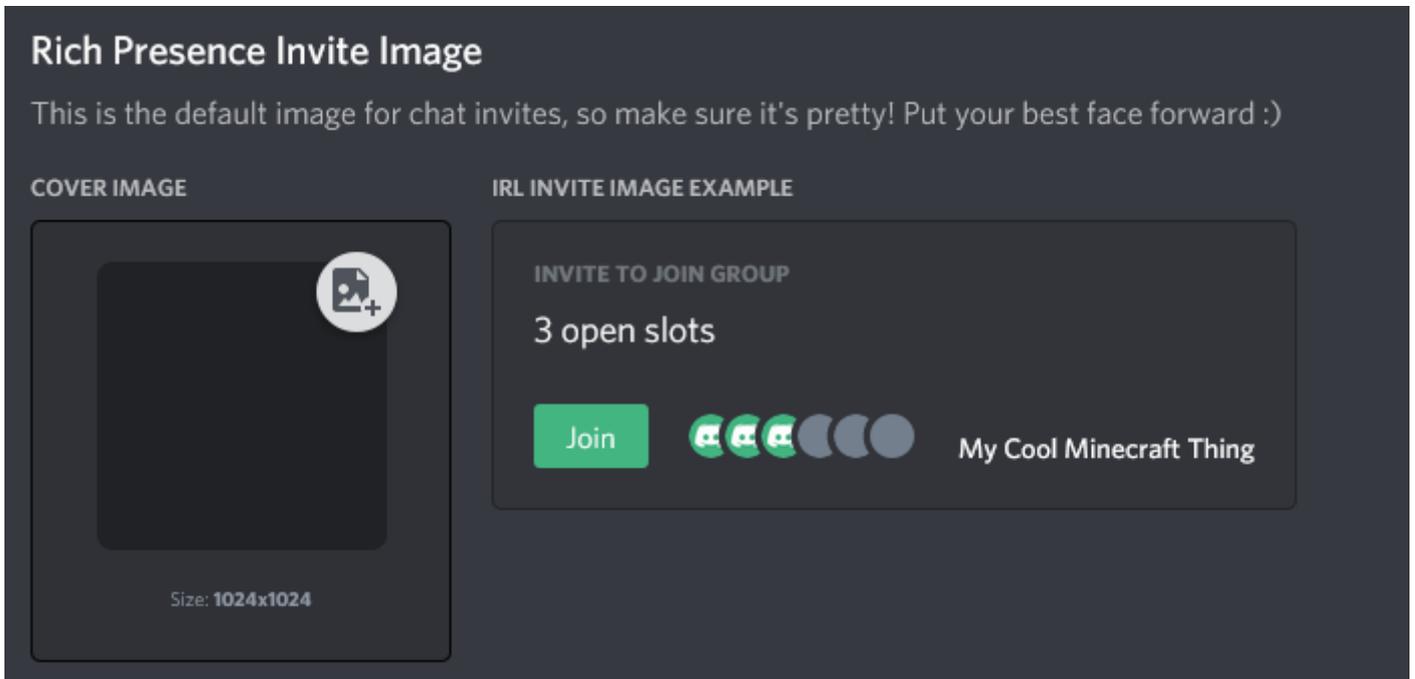
- Once you created your app, you will be taken to a General Information Page. Here you can give your app a description, change the icon of the app and find the Discord ID required by the mod.



It's recommended that you upload an icon. The minimum size of your image needs to be at least 1024x1024px

## Part 2 - Uploading the Assets

- Once you are done setting up the general information for your app, head over to "Rich Presence" from the left side menu. This will take you to the "Assets" page of your app. Here you can upload and manage images that get shown on your Discord Status.



If the "Cover Image" is empty, it's recommended that you upload an image here. As before, it need to be a minimum size of at least 1024x1024px

- On the bottom of the page, you can upload your icons for use by the mod

## Rich Presence Assets

You may add multiple assets that are paired with keys to dynamically update rich presence data or whatever works best for your game.

Due to caching, asset keys are not editable once they are saved. Delete and re-upload assets

Add Image(s) .png, .jpg, or .jpeg — 1024x1024 recommended, 512x512 minimum

ASSETS (1 OF 150)



mclogo

Your icons need to be a minimum size of 512x512px. 1024x1024px is recommended

By default the image key will be the same as the file name. Take note of them as you need them later on in the config.

After saving, your assets may appear empty. This is normal, but you can still use them. They will show up again on the dashboard after a couple of minutes.

There you go. You should now have your custom app setup and ready for use. Next, check out [How to configure the config](#) to make use of your app

# Configuring the Mod

Since Simple RPC Version 2.0, Simple RPC now uses an additional config file. This file is called "simple-rpc-server.json5toml" and is found when Simple RPC installed server side. To learn more about this, checkout [Server Side Config Override](#)

Since Simple RPC Version 1.4, "Multi Language" config files can be used. To learn more, Check out [Multi Language Config Files](#)

Simple RPC uses a JSON-TOML (Since 2.2) based config system with a very simple, well named and commented layout. When running the mod for the first time, a config file will be created using the default settings. You can use the mod as is, use your own data or use a Custom app entirely.

**Below is the sample config file with an explanation of each section/item.**

```
#General Config Section
[general]
[]#The Client ID of the Discord App to use
[]clientID = 762726289341677668
[]#Enable/Disable the mod
[]enabled = true
[]#Enable/Disable debugging mode. WARNING: MAY CAUSE LOG SPAM!
[]debugging = false
[]#Enable/Disable the in game config screen
[]configScreen = true
[]#Display the Icon and Pack Name in place of LargeImage from compatible launchers. DOES NOT
WORK WITH CUSTOM APPS! ONLY THE DEFAULT ONE!
[]launcherIntegration = false
[]#Enable/Disabled in-game notifications about new releases
[]updater = false
[]#Internal Version Number. NO TOUCHY!
```

```
[version = 9

#The Game Loading event
[init]
[##Enable/Disable the Game Loading Event
[enabled = true
[##The first line of text under the app name
[description = "Minecraft is loading"
[##The second line of text under the app name
[state = "Game Starting..."
[##The Asset ID of the image to display as the large image
[largeImageKey = "mclogo"
[##The text that gets displayed when the large image is hovered
[largeImageText = "It's Minecraft %mcver%, but modded"
[##The Asset ID of the image to display as the small image
[smallImageKey = "mclogo"
[##The text that gets displayed when the small image is hovered
[smallImageText = "%mods% mods installed"
[##The buttons to display on Discord
[buttons = []

#The Main Menu event
[main_menu]
[##Enable/Disable the Main Menu Event
[enabled = true
[##The first line of text under the app name
[description = "%player% is currently lazy"
[##The seconds line of text under the app name
[state = "Chilling in the menu"
[##The Asset ID of the image to display as the large image
[largeImageKey = "mclogo"
[##The text that gets displayed when the large image is hovered
[largeImageText = "It's Minecraft %mcver%, but modded"
[##The Asset ID of the image to display as the small image
[smallImageKey = "mclogo"
[##The text that gets displayed when the small image is hovered
[smallImageText = "%mods% mods installed"
[##The buttons to display on Discord
[buttons = []
```

```

#The Server List event
[server_list]
[]#Enable/Disable the Server List Event
[]enabled = true
[]#The first line of text under the app name
[]description = "%player% is looking for a server"
[]#The second line of text under the app name
[]state = "Searching for friends"
[]#The Asset ID of the image to display as the large image
[]largeImageKey = "mclogo"
[]#The text that gets displayed when the large image is hovered
[]largeImageText = "It's Minecraft %mcver%, but modded"
[]#The Asset ID of the image to display as the small image
[]smallImageKey = "mclogo"
[]#The text that gets displayed when the small image is hovered
[]smallImageText = "%mods% mods installed"
[]#The buttons to display on Discord
[]buttons = []

#The Join Game Event
[join_game]
[]#Enable/Disable the Join Game Event
[]enabled = true
[]#The first line of text under the app name
[]description = "%player% is joining a game"
[]#The second line of text under the app name
[]state = "Joining Game"
[]#The Asset ID of the image to display as the large image
[]largeImageKey = "mclogo"
[]#The text that gets displayed when the large image is hovered
[]largeImageText = "It's Minecraft %mcver%, but modded"
[]#The Asset ID of the image to display as the small image
[]smallImageKey = "mclogo"
[]#The text that gets displayed when the small image is hovered
[]smallImageText = "%mods% mods installed"
[]#The buttons to display on Discord
[]buttons = []

#The Single Player Event
[single_player]

```

```

[]#Enable/Disable the Single Player Event
[]enabled = true
[]#The first line of text under the app name
[]description = "Currently In %world%"
[]#The second line of text under the app name
[]state = "Playing lonely mode"
[]#The Asset ID of the image to display as the large image
[]largeImageKey = "mclogo"
[]#The text that gets displayed when the large image is hovered
[]largeImageText = "It's Minecraft %mcver%, but modded"
[]#The Asset ID of the image to display as the small image
[]smallImageKey = "mclogo"
[]#The text that gets displayed when the small image is hovered
[]smallImageText = "%mods% mods installed"
[]#The buttons to display on Discord
[]buttons = []

#The Multi Player Event
[ multi_player]
[]#Enable/Disable the Multi Player Event
[]enabled = true
[]#The first line of text under the app name
[]description = "Playing on %servername% with %players% players"
[]#The second line of text under the app name
[]state = "Playing online"
[]#The Asset ID of the image to display as the large image
[]largeImageKey = "mclogo"
[]#The text that gets displayed when the large image is hovered
[]largeImageText = "It's Minecraft %mcver%, but modded"
[]#The Asset ID of the image to display as the small image
[]smallImageKey = "mclogo"
[]#The text that gets displayed when the small image is hovered
[]smallImageText = "%mods% mods installed"
[]#The buttons to display on Discord
[]buttons = []

#Fallback event for disabled events
[ generic]
[]#The first line of text under the app name
[]description = "Playing Minecraft"

```

```

[]#The second line of text under the app name
[]state = ""

[]#The Asset ID of the image to display as the large image
[]largeImageKey = "mclogo"

[]#The text that gets displayed when the large image is hovered
[]largeImageText = "It's Minecraft %mcver%, but modded"

[]#The Asset ID of the image to display as the small image
[]smallImageKey = "mclogo"

[]#The text that gets displayed when the small image is hovered
[]smallImageText = "%mods% mods installed"

[]#The buttons to display on Discord
[]buttons = []

#World/Dimension Image Overrides
[ world_images]
[]#Enabled/Disable custom images for Worlds/Biomes
[]enabled = false

[]#The Worlds/Biomes to override
[[ world_images.worlds]]
[]worldname = "overworld"
[]largeImageKey = "overworld"
[]largeImageText = "In the Overworld"
[]smallImageKey = "mclogo"
[]smallImageText = "%mods% mods installed"

[[ world_images.worlds]]
[]worldname = "the_nether"
[]largeImageKey = "nether"
[]largeImageText = "In the Nether"
[]smallImageKey = "mclogo"
[]smallImageText = "%mods% mods installed"

[[ world_images.worlds]]
[]worldname = "the_end"
[]largeImageKey = "end"
[]largeImageText = "In the End"
[]smallImageKey = "mclogo"
[]smallImageText = "%mods% mods installed"

```

# Configuration Variables

Variables are pieces of text added to the config file that allows you to display data from the game on your status.

These variables can be used inside any **'state'**, **'description'**, **'largeImageText'** and **'smallImageText'**.

## Single/Multiplayer Variables

- `%player%` - Shows the Minecraft name of the player
- `%world%` - Shows the current world (Dimension): For example `overworld/nether/etc`
- `%mods%` - Shows the total amount of installed mods
- `%difficulty%` - Shows the difficulty of the current game
- `%position%` - Shows the position of the player
- `%biome%` (Since 2.0) - Show the name of the biome you're in
- `%mcver%` - Show the Minecraft Version: For example **1.16.5**
- `%instance%` - Shows the name of the instance on supported launchers
- `%launcher%` - Shows the name of the Launcher on supported launchers

## Multiplayer Only

These variables only work in multiplayer (lan or online) games

- `%ip%` - Shows the IP/Address of the server the player is playing on Replaced with `%serverip%`
- `%serverip%` - Shows the IP/Address of the server the player is playing on
- `%servername%` - Shows the name of the server
- `%players%` - Shows the amount of online players (Excluding the current player)
- `%maxplayers%` - (1.12.2 only) - Shows the max amount of players on the server
- `%motd%` - Show the Message of the day of the server

# Multi Language Config Files

Simple RPC now (from version 1.4) allows for language detection in Minecraft, so if you decide you want to play Minecraft in a different language, your discord status can now be shown in that language. But it requires some setup, which is why this page exists.

When launching the game for the first time with 1.4 installed, you will find a new folder called `simple-rpc` inside your `.minecraft` folder. This is the folder in which you will place your translated config files.

To create a translated config file, copy `simple-rpc.toml` from your `config` folder to the `simple-rpc` folder. To make sure the mod loads the correct config file, you need to rename the file a bit. The new name of your file will now be `simple-rpc_lang_code.toml`.

To find a complete list of lang-codes, check out this site -> (<https://minecraft.fandom.com/wiki/Languages>).

Once you have created this file, you can change all "state", "description", "largeimagetext" and "smallimagetext" fields. You cannot translate the imagekeys!

Some name examples of languages:

- American English -> "simple-rpc-en\_us.toml"
- Dutch -> "simple-rpc-nl\_nl.toml"

**Warning: Leave the default config file untouched, as the mod falls back to this file when a translated file cannot be found**

“ (Thanks to Dragon for the original writeup and languages link)

# Server Side Config Override

Simple RPC 2.0 now allows you to override the values used by "multi\_player" from a server.

To do this, you need to install Simple RPC on your server as well

If you do not wish to use this feature, then you Simple RPC is only needed client side

When you launch your server with Simple RPC installed, you will find a new file called `simple-rpc-server.toml` inside your `Config` folder.

**The file will look similar to this:**

```
[general]
##Enable/Disable Serverside Overrides
enabled = false
##Internal Version Number. NO TOUCHY!
version = 9

#The Multi Player Event
[multi_player]
##Enable/Disable the Multi Player Event
enabled = true
##The first line of text under the app name
description = "Playing on %servername% with %players% players"
##The second line of text under the app name
state = "Playing online"
##The Asset ID of the image to display as the large image
largeImageKey = "mclogo"
##The text that gets displayed when the large image is hovered
largeImageText = "It's Minecraft %mcver%, but modded"
##The Asset ID of the image to display as the small image
smallImageKey = "mclogo"
```

```

[]#The text that gets displayed when the small image is hovered
[]$smallImageText = "%mods% mods installed"
[]#The buttons to display on Discord
[]buttons = []

#World/Dimension Image Overrides
[ world_images]
[]#Enabled/Disable custom images for Worlds/Biomes
[]enabled = false

[]#The Worlds/Biomes to override
[] [ world_images.worlds]
[] []worldname = "overworld"
[] []largeImageKey = "overworld"
[] []largeImageText = "In the Overworld"
[] []smallImageKey = "mclogo"
[] []smallImageText = "%mods% mods installed"

[] [ world_images.worlds]
[] []worldname = "the_nether"
[] []largeImageKey = "nether"
[] []largeImageText = "In the Nether"
[] []smallImageKey = "mclogo"
[] []smallImageText = "%mods% mods installed"

[] [ world_images.worlds]
[] []worldname = "the_end"
[] []largeImageKey = "end"
[] []largeImageText = "In the End"
[] []smallImageKey = "mclogo"
[] []smallImageText = "%mods% mods installed"

```

Any values specified here, will be shown on discord instead of the ones found on the Client Side config file IF this config file is enabled.

# Changelogs

# Version 2.0

## New Features

- Added %biome% variable
- Added %motd% variable
- Added Image Overrides for Dimensions/Worlds
- Server Side Config Override
- Added 1.16.5 Support
- Added 21w10a Support

## Bug Fixes

- Updated Fabric versions to not require a fixed version of Fabric API

**This release marks the end of 1.14.4 - Only bug fixes will be supplied for 2 weeks after release date**

Changelogs

# Version 1.0

Initial Release

Changelogs

# Version 1.1

## **Bug Fixes**

- Fix Crash on server timeout or error
- Fix Incorrect Default config values

## **New Features**

- Add "Join Game" support to multi-player
- Add Update Checker

# Version 1.2

## **Updates/Bug Fixes**

- Updated events and Config to a new system (Fixes Issue #2)
- Upgraded config system to automatically apply config changes (when the layout changes)

## **Internal Changes**

- Moved all common code to a separate dependency to allow faster updating
- Added new config section to deal with disabled events

Changelogs

# Version 1.3

## **Bug Fixes**

- Fix for Linux Crashes (Issue #3)

## **Internal Changes**

- Added cursegradle for even faster releases

# Version 1.4

## **New Features**

- Added better handling for Offline Mode
- Added ability for multi-language config files
- Added hot reload (allows you to edit config files and see the changes while the game is running)

## **Bug Fixes**

- Fix Unable to load jar errors created by Library update (From 1.3)

Changelogs

# Version 1.4.1

## **Bug Fixes**

- Fix Crash on Startup (Issue #4)

# Version 2.1

## **Bug Fixes**

- Debug Option now actually works
- Disabling the mod no longer requires a restart
- Fixed a socket issue for Linux/MacOS that caused the RPC to fail
- Fixed Timer resetting when changing dimensions

## **New Stuff**

- You can now add custom buttons to the presence
- In Game option to disable/enable the mod/debug logging

# Version 2.2

## **Bug Fixes:**

- \* Fixed crash on startup when config file is missing
- \* Fixed crashes when Discord servers are offline

## **Changes:**

- \* Config files have been changed to TOML format with detailed comments. No action required
- \* "discordID" changed to "clientID"
- \* Default Config files are now code generated, making them less prone to errors
- \* "debugging" now logs to latest.log instead of debug.log (Some launchers don't have debug.log)
- \* Hot reload is now much faster and much more accurate

## **New Stuff:**

- \* Config option to disable the in-game config screen
- \* In game update notifier (Notifies of new mod releases. Disabled by default)
- \* Launcher integration -> Read more about this [HERE](#)
- \* %launcher% and %instance% variables -> Works with above change
- \* Config Editor Utility -> More info [HERE](#)
  
- \* Supports 1.17
- \* Supports JAVA 16

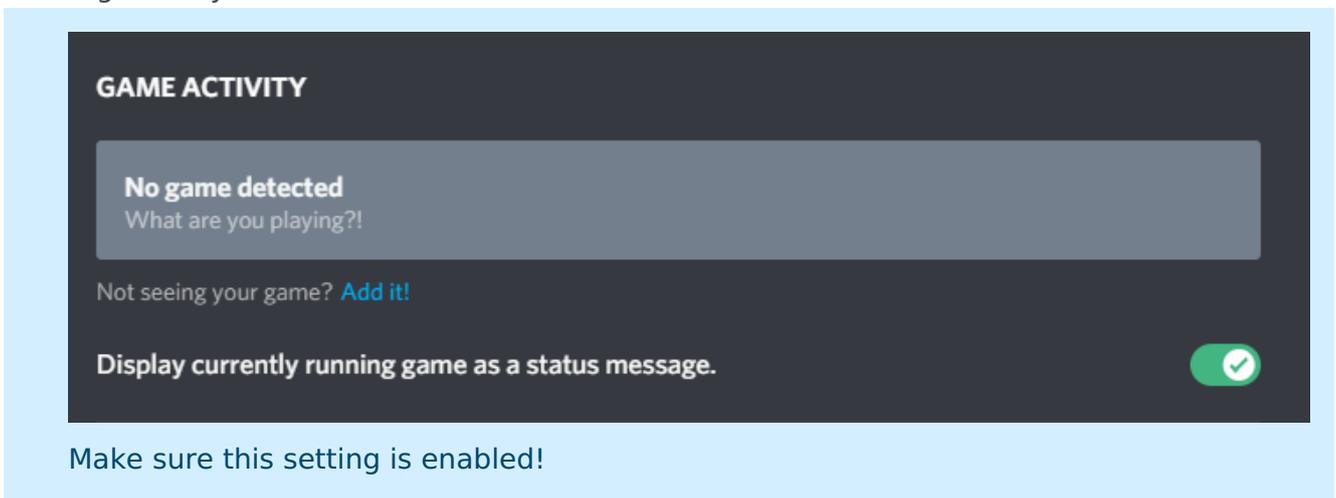
# Troubleshooting

While this mod normally works perfectly the first time, there are some cases where it may not.

## My status won't display

Lets rule out the most common issues here.

- Make sure you have an active internet connection. This mod requires internet, because it needs to communicate with the Discord API.
- You might have disabled game activity on Discord. To check this, head over to Settings -> Gaming activity.



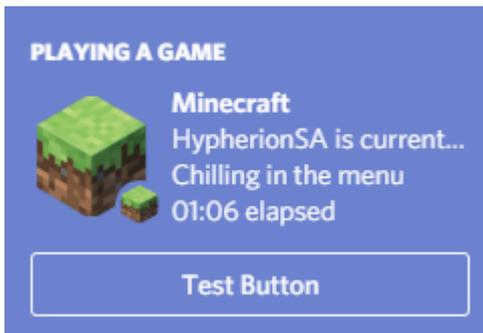
Make sure this setting is enabled!

- If you are not using the default config file, chances are there is an error with the config file. Double check that the JSON syntax is correct by using a site like <https://jsonlint.com/>. Also insure that the Discord ID is correct and that the mod is enabled.

## This mod crashes my game!

This section only applies to versions before 1.3. A crash would occur if you have an error in your config file or if something went wrong while communicating with discord.

# Adding Custom Buttons



Simple RPC 2.1 now supports adding customizable buttons to your Rich Presence. This is useful for adding a link to your curseforge page, discord, Youtube, Website or just about anything else.

You can only add two buttons per section. This is a Discord Limit and not a mod limit

When loading the game the first time with 2.1 installed, your config file will be updated and you will find a new entry under each section of the config file. This entry is called `buttons`

By default, this entry has a value of `buttons = []`. To add your buttons, simple replace `buttons = []` to

```
# section will be either init, main_menu, etc
[[section.buttons]]
label = "Test Button"
url = "https://google.com"
```

You can find a more complete example at the end of this page

Warning, when clicking the button on your own status from your own Discord Account, it will appear to do nothing. This is another discord limitation. To test the button, sign into a second discord account in your web browser.

You can add buttons to any section of the RPC config file and they are hot-re loadable. Please note

that if you add more than 2 buttons, the presence will fail to update.

# Examples

Adding a single button to the Main Menu RPC:

```
#The Main Menu event
[ main_menu]
[]#Enable/Disable the Main Menu Event
[]enabled = true
[]#The first line of text under the app name
[]description = "%player% is currently lazy"
[]#The seconds line of text under the app name
[]state = "Chilling in the menu"
[]#The Asset ID of the image to display as the large image
[]largeImageKey = "mclogo"
[]#The text that gets displayed when the large image is hovered
[]largeImageText = "It's Minecraft %mcver%, but modded"
[]#The Asset ID of the image to display as the small image
[]smallImageKey = "mclogo"
[]#The text that gets displayed when the small image is hovered
[]smallImageText = "%mods% mods installed"
[]#The buttons to display on Discord
[]# REMOVE ME buttons = []

[][[ main_menu.buttons]]
[]label = "Test Button"
[]url = "https://google.com"
```

Adding two buttons to the Main Menu RPC:

```
#The Main Menu event
[ main_menu]
[]#Enable/Disable the Main Menu Event
[]enabled = true
```

```

[]#The first line of text under the app name
[]description = "%player% is currently lazy"
[]#The seconds line of text under the app name
[]state = "Chilling in the menu"
[]#The Asset ID of the image to display as the large image
[]largeImageKey = "mclogo"
[]#The text that gets displayed when the large image is hovered
[]largeImageText = "It's Minecraft %mcver%, but modded"
[]#The Asset ID of the image to display as the small image
[]smallImageKey = "mclogo"
[]#The text that gets displayed when the small image is hovered
[]smallImageText = "%mods% mods installed"
[]#The buttons to display on Discord
[]# REMOVE ME buttons = []

[][[main_menu.buttons]]
[]label = "Test Button"
[]url = "https://google.com"

[][[main_menu.buttons]]
[]label = "Another Button"
[]url = "https://youtube.com"

```

# Launcher Integration

Simple RPC 2.2+ now supports Launcher Integrations on some launchers.

When the `launcherIntegration` setting is enabled, Simple RPC will attempt to use the Launcher or Instance icon and replace the text shown on the Large Image, with the name of the launcher and the instance.

This ONLY works with the default appID. When you use a custom app, this setting will be ignored

Supported Launchers:

\* Curseforge

\* MultiMC

\* Technic

\* GDLauncher

\* ATLauncher

Some of these launchers have their own built in RPC. You will need to disable that before the mod will work. This is a new and very shitty discord limitation