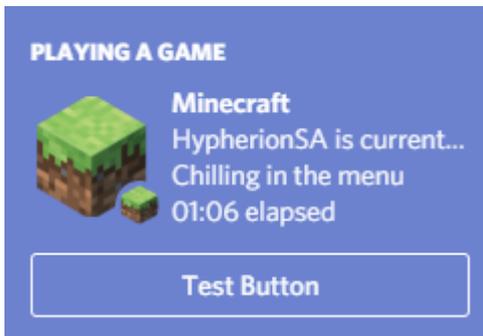


Adding Custom Buttons



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"
```

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