

霜泽图书馆：图标注册工具使用方法

注：该教程来自于 CR 组（天兆之国）

首先，请打开位于图书馆内代码工具文件夹内的“图标注册工具”文件夹

打开之后，我们新建一个文件夹，并将国策文件复制到这个文件夹

ENG_UK	2024/1/23 21:46	Text 源文件	68 KB
guoce	2024/1/23 21:11	应用程序	133 KB

千万要注意，国策文件里面的每个国策都必须填写好 icon 后面的 GFX 图片名称

如果你问我，什么是 GFX 图片名称，其实，就是下图中

的“GFX_goal_ENG_February_offensive”

```
focus = {
    id = ENG_February_offensive
    icon = GFX_goal_ENG_February_offensive
    cost = 4.00
```

很好，在填写完 GFX 图片名称并且将文件和工具放置到一个新文件夹后，

我们现在运行程序“guoce.exe”。

然后把国策文件名称（包括后缀）填写进去



就像这样，然后点击回车，这样他就会生成两份注册文件。

ENG_UK	2024/1/23 21:46	Text 源文件	68 KB
goal	2024/2/4 18:18	GFX 文件	21 KB
goal_shine	2024/2/4 18:18	GFX 文件	164 KB
guoce	2024/1/23 21:11	应用程序	133 KB

其中“goal”是普通注册文件，“goal_shine”就是图标的shine注册文件，然后让我们打开文件，并进行修改。

```

spriteTypes = {
    ##支持率饼图
    spriteType = {
        name = "GFX_CAN_pie_frame"
        textureFile = "gfx/interface/CAN_pie_frame.png"
    }
    spriteType = {
        name = "GFX_CAN_hounse_title"
        textureFile = "gfx/interface/CAN_hounse_title.png"
    }
    progressbarytype = {
        name = "GFX_CAN_pie"
        textureFile1 = "gfx/interface/CAN_pie.png"
        textureFile2 = "gfx/interface/CAN_pie_empty.png"
        size = {x = 75 y = 75}
        effectFile = "gfx/FX/progress_radial.lua"
    }

    ##领导人边框
    spriteType = {
        name = "GFX_CAN_character_frame"
        textureFile = "gfx/interface/CAN_character_frame.png"
    }
}

```

首先，这是加拿大的图标注册文件的最顶端，然后下图是生成的注册文件的最顶端。

```
spriteType = {
    name = "GFX_goal_ENG_February_offensive"
    texturefile = "gfx/goa/focus/GFX_goal_ENG_February_offensive.png"
}
spriteType = {
    name = "GFX_goal_ENG_wartime_military_construction"
    texturefile = "gfx/goa/focus/GFX_goal_ENG_wartime_military_construction.png"
}
spriteType = {
    name = "GFX_goal_ENG_indian_affairs_committee"
    texturefile = "gfx/goa/focus/GFX_goal_ENG_indian_affairs_committee.png"
}
spriteType = {
    name = "GFX_goal_ENG_Speech_in_parliament"
    texturefile = "gfx/goa/focus/GFX_goal_ENG_Speech_in_parliament.png"
}
spriteType = {
    name = "GFX_goal_ENG_Emergency_Mobilization_Act"
    texturefile = "gfx/goa/focus/GFX_goal_ENG_Emergency_Mobilization_Act.png"
}
spriteType = {
    name = "GFX_goal_ENG_Strengththen_Indian_armed_forces"
    texturefile = "gfx/goa/focus/GFX_goal_ENG_Strengththen_Indian_armed_forces.png"
}
```

我们可以发现，生成的注册文件，顶端缺少 `spriteTypes = {}` 的代码

这会导致注册不生效，而且路径也不适用于习惯路径，那么应该怎么修改呢？

方法：

缺少的 `spriteType` 复制解决即可，但请一定记得同时要在最下方打一个后括号。

然后，打开我们的替换功能，将 `gfx/goa/focus/GFX_goal_` 替换为 `gfx/interface/goals/` 即可，

`goal` 和 `goal_shine` 都是这样替换。

```

##国策图标
spriteType = {
    name = "GFX_goal_ENG_February_offensive"
    texturefile = "gfx/interface/goals/ENG_February_offensive.png"
}
spriteType = {
    name = "GFX_goal_ENG_wartime_military_construction"
    texturefile = "gfx/interface/goals/ENG_wartime_military_construction.png"
}
spriteType = {
    name = "GFX_goal_ENG_indian_affairs_committee"
    texturefile = "gfx/interface/goals/ENG_indian_affairs_committee.png"
}
spriteType = {
    name = "GFX_goal_ENG_Speech_in_parliament"
    texturefile = "gfx/interface/goals/ENG_Speech_in_parliament.png"
}
spriteType = {
    name = "GFX_goal_ENG_Emergency_Mobilization_Act"
    texturefile = "gfx/interface/goals/ENG_Emergency_Mobilization_Act.png"
}
spriteType = {
    name = "GFX_goal_ENG_Strengththen_Indian_armed_forces"
    texturefile = "gfx/interface/goals/ENG_Strengththen_Indian_armed_forces.png"
}
spriteType = {
    name = "GFX_goal_ENG_Convene_Election"
    texturefile = "gfx/interface/goals/ENG_Convene_Election.png"
}
spriteType = {
    name = "GFX_goal_ENG_south_india_Act"
    texturefile = "gfx/interface/goals/ENG_south_india_Act.png"
}
spriteType = {
    name = "GFX_goal_ENG_saving_the_economy"
    texturefile = "gfx/interface/goals/ENG_saving_the_economy.png"
}
spriteType = {
    name = "GFX_goal_ENG_Pacify_workers"
    texturefile = "gfx/interface/goals/ENG_Pacify_workers.png"
}
spriteType = {
    name = "GFX_goal_ENG_evonomy_recovery"
    texturefile = "gfx/interface/goals/ENG_evonomy_recovery.png"
}

```

最后我们就能得到一份正常的注册文件，就像上图一样。