

## INSTRUCTIONS for MyStash - using MediaStash with your own stuff

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By doing this step, you may register your own textures, fonts, sounds, etc. with LibMediaProvider-1.0 to choose from in-game, without fear of your edits being overwritten when updating MediaStash!

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### Instructions on how to use MyStash:

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#### I. The automatic way

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##### a) WINDOWS

1. run MyMedia.bat to create the folders
2. put your media files into the subfolders found at %User%\Documents\Elder Scrolls Online\live\AddOns\LMP\_MediaStash\_MyStash
3. run MyStash.bat again to create the MyStash.lua file, registering your files
4. ???
5. PROFIT!!

##### b) MAC

Using a Mac you most likely know what you're doing so write your own script. ;)

#### II. The manual way:

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1. Create a folder named LMP\_MediaStash\_MyStash inside your AddOns folder (%User%\Documents\Elder Scrolls Online\live\AddOns\LMP\_MediaStash\_MyStash)
2. Create subfolders named background, border, font, sound and statusbar
3. Create a new file called MyStash.lua in the LMP\_MediaStash\_MyStash folder
4. Place your media files into the corresponding folders
5. Copy the text on the last page of this guide into your MyStash.lua file. Use the examples below to add information about your newly added media. You should only need to change anything between the lines marked "START" and "END".

- Each item of media that you want to add should have its own line that uses the relevant example as a template. To add details about more than one item, just add another line to that section, changing the specific details (eg, the font name and file path).

#### Examples:

-----

```
background-
    LMP:Register("background", "my background's name",
        [[LMP_MediaStash_MyStash\background\mybackground.tga]])
border-
    LMP:Register("border", "my border's name",
        [[LMP_MediaStash_MyStash\border\myborder.tga]])
font-
    LMP:Register("font", "my font's name",
        [[LMP_MediaStash_MyStash\font\myfont.ttf]])
    LMP:Register("font", "my friend's font",
        [[LMP_MediaStash_MyStash\font\friendsfont.ttf]])
sound-
    LMP:Register("sound", "my sound's name",
        [[LMP_MediaStash_MyStash\sound\mysound.mp3]])
statusbar-
    LMP:Register("statusbar", "my statusbar texture's name",
        [[LMP_MediaStash_MyStash\statusbar\mytexture.tga]])
```

#### Problems:

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If you have any issues, let me know on the ESQUI forums or in the comments section for LMP\_MediaStash. --Seerah

#### FAQ:

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How do I create my own textures?

This is a very good guide on creating textures compatible with ESO:  
<http://www.esoui.com/forums/showthread.php?t=127>

How can I create a custom border?

Border textures need to follow the same guidelines as those at the link above. Additionally, borders need to follow this format: <http://www.wowwiki.com/EdgeFiles> (Yes, this is for WoW, but the format is the same.)

Where can I find more fonts and sounds?

There are plenty of websites that offer free fonts and sound clips/effects for download. As with usual when downloading things from the internet, download from sites you trust, be smart, and run virus scans.

NOTE: When distributing your MyStash files with a UI compilation, be aware of any redistribution restrictions set in the licenses of your fonts and sounds. Some are ALL RIGHTS RESERVED or are only for personal use, with no permission to share with others!

NOTE 2: Currently, ESO does NOT support custom sounds support for sounds is in place for if they change this in the future.

What can I use to view/edit a .lua file?

If you are using the manual method for MyStash, you'll need to edit the .lua file yourself. But .lua files are just plain text, and can be opened in any text editor, such as Notepad or Wordpad.

```
-----  
-- Copy this section of the file to a file called MyStash.lua, and enter  
-- your media's information below, using the examples shown above.  
- Remember, one line per media file.  
-----
```

```
local LSM = LibStub("LibSharedMedia-3.0")
```

```
-- START of the section that you should be editing
```

```
--
```

```
-- NB: any line beginning with "--" is ignored - so the lines  
-- below are just comments!
```

```
--
```

```
--background:
```

```
--border:
```

```
--font:
```

```
--sound:
```

```
--statusbar:
```

```
-- END of the section that you should be editing
```