String Modding

Information for people who are looking to create mods that affect Text.

- **String Customization**

String Customization

> Strings can be customized to help specific characters stand out.

> String customization applies to both **BLANG** files and **idGuiEntity_Text** entities.

Available Colors

> Start with ^ then a character from the list below, then end with ^7
> Ex: "^5sample text^7" (without quotations) This will make the text teal.

^a - **Gold**
^b - **Light Blue**
^c - **Green Yellow**
^d - **Orange**
^z - **White**
^0 - **Black**
^1 - **Red**
^2 - **Green**
^3 - **Yellow**
^4 - **Blue**
^5 - **Teal**
^6 - **Purple**
^7 - **White**
^8 - **Gray**
^9 - **Black**

> In general, helpful tips are colored teal, dangerous threats are colored **red**.

Spacing

\n - New Line
\t - Tab

Examples

^2Green Yellow^7 -> **Green Yellow**
^1Red^7 ^aGold^7 -> **Red Gold**
^1R^7^da^7^3i^7^2n^7^5b^7^bo^7^6w^7 -> **Rainbow**

This is a ^5sample^7 tip -> **This is a sample tip**
First line\nSecond line -> **First line**
Second line
Sample\tText -> **Sample Text**

> **Up to 9 separate color identifiers can be present in one string line.**
> **Any additional colorization will cause some to be ignored.**

See Also

- **idGuiEntity_Text**