

Custom Textures

This chapter will provide instruction on how to incorporate custom textures into our plugin.

- [Adding custom heads to menu items](#)
- [Adding custom textures/models](#)

Adding custom heads to menu items

You can find custom heads [here](#)

You have to give the head an ID and add the Base64 string to the Skulls List

Skulls:

- ID: "MANGO_ORB"

Base64:

```
"eyJ0ZXh0dXJlcyI6eyJTS0l0Ijp7InVybCI6Imh0dHA6Ly90ZXh0dXJlcy5taW5lY3JhZnQubmV0L3RleHR1cmUvY2RmZDViZjFmZjA1NDMxNDdjOWQ2NGU2ODc2MWRiNmU0Yjc xMzJhYzY1OGYwYjhmNzk4MzFmYWQ5YzI4OWVjYSJ9fX0="
```

- ID: "PINK_ORB"

Base64:

```
"eyJ0ZXh0dXJlcyI6eyJTS0l0Ijp7InVybCI6Imh0dHA6Ly90ZXh0dXJlcy5taW5lY3JhZnQubmV0L3RleHR1cmUvMTllY2JkY2I1NTQxMjNmYTRkMzE4NzY1MzhiYzdmYjI0NzQ5NGF lYTM yNWJkMjY1OTU2OTQ1MDVhZWJkMTBlZCJ9fX0="
```

To use them in your categories and tags you simply add the ID you entered as the Icon/Material

Adding custom textures/models

To use custom textures/models for a menu item you have to add it to your

- menu-settings.yml
- owned_tags_menu.yml
- Your category config
- Your tag config

We made it very simple just add bellow to any of the configs where you can specify a material/icon

```
Custom_Model_Data: MODEL_ID_HERE
```

Depending on how you are managing the models and textures you will have a model ID i recommend using a manager like

- [ItemsAdder](#)
- [Oraxen](#)

Both of those plugins should have a command to get the Model ID of the Model you want shown, you can of course use any model manager you like or use none thats all up to you.