

## mMedia skin tutorial

Thursday, 06 April 2006

If you want to create your own skin, this tutorial will help you.

The background picture should have the same resolution as the mMedia application uses. If the skin has a different resolution, the skin will be stretched.

The whole skin contains 43 pictures in 3 directories.

Directory tree :

```
skinName
|
|---- plain (Background picture, navigation picture)
|
|---- text (Colors for the text elements)
|
|---- texture (Textures for the cubes)
```

The skin directory should be placed under mMedia -> skins. Launch the mMedia application and choose the new skin.

You can download 2 different templates for creating the skins. If you are using photoline, you can use this "pld" template which contains all layers. Otherwise you can use this "png" file which contains some helping lines. The examples are for the resolution of 800 x 600.

Each graphic file in the "text" directory is divided into 2 parts. Each part is 10 x 10 pixel big. The top area is for the color of the not selected text. The lower area is for the selected text color.