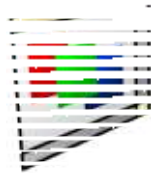


Skinny



Version 0.20 (22-Oct-2012)

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Note:

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Introduction

Skinny enables the creation of themes for RISC OS. It allows the sprites used for the window furniture, common desktop sprites and certain window manager icons to be defined.

Theme manager

Skinny is not able to apply themes itself, it outputs themes in a format compatible with the Theme Manager from Little Yellow Moon. A link to their site can be found on the main *Skinny* page.

Assumptions

This manual assumes that the reader has some familiarity with the workings of RISC OS and the areas that involved with creating a theme. *Skinny* attempts only to make this process easier.

Disabled settings

A number of settings cannot currently be selected. These are displayed because they are available and can be configured within certain versions of RISC OS. However, the Theme Manager is unable to control these settings. It is hoped that in due course these may become available.

For versions of RISC OS that support these extra settings you can of course use in configuration plugin that was supplied with your computer to apply them once a theme has been installed.

Getting started



Loading Skinny

Skinny is loaded by double clicking on the *Skinny* icon in the filer display.

Once loaded an the *Skinny* icon will appear on the iconbar in the standard way.

Creating a new theme

To start creating a new theme click Select on the icon bar icon to display the main theme window:

Theme preview

Most of this window is taken up with a preview of the theme being created. As settings are made and new sprites added the preview will change to show the current state of the theme. Clicking on different areas of the window furniture will cause them to display the sprites that would be used if they were clicked in the Desktop. Unlike the Desktop the area will remain clicked until a different area is clicked on. To unclick all areas click on part of the preview area that is empty.

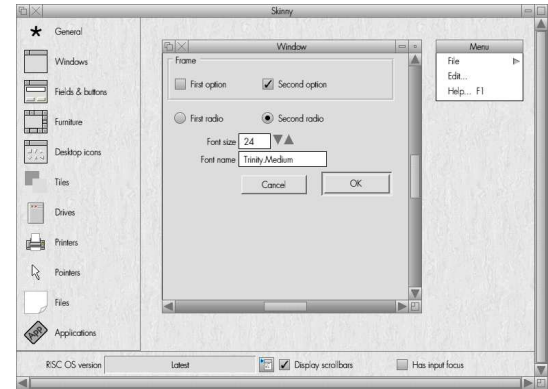
Left toolbar

The toolbar to the left of the window allows the area being configured to be selected. Clicking each of the icons will open a new window for the selected area.

Bottom toolbar

The toolbar running along the bottom of the window allows the version of RISC OS to be selected to base the preview on. Different versions of RISC OS support different features and to be sure your theme looks acceptable on each version you should preview each in turn.

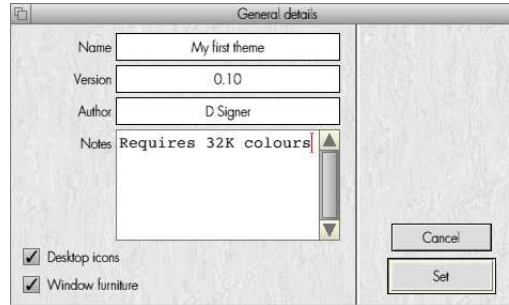
A further option on this toolbar allows the preview to be displayed as if the window had the input focus.





General theme settings

Clicking the General icon will display the General settings window:



This allows the following items to be set:

Name

A short name for the theme/

Version

The theme version number.

Author

The author of the theme.

Notes

Any relevant notes such as the minimum number of colours, supported version of RISC OS or copyright notice.

Desktop icons

Tick this to indicate that the theme will contain replacement desktop icons.

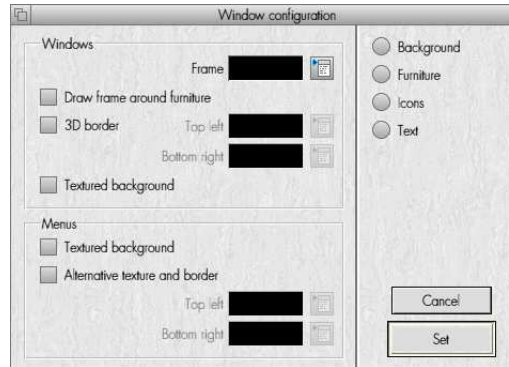
Window furniture

Tick this to indicate that the theme will contain replacement desktop furniture.



Window configuration

Clicking the Window configuration icon will display the Window configuration window:



This window allows basic window settings to be configured. Different groups of settings can be selected by clicking the radio icons on the right and once the settings have been configured as required they can be saved by clicking the Set button. Clicking Cancel will close the window without saving the settings.

Background

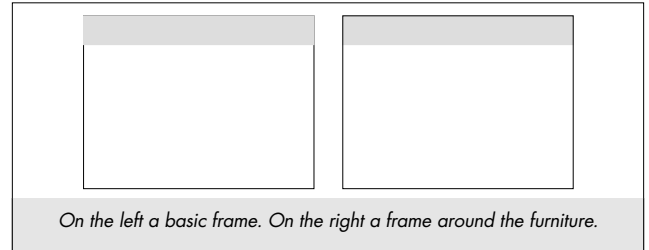
Windows

Frame

The colour of the frame that runs around the outside of the window.

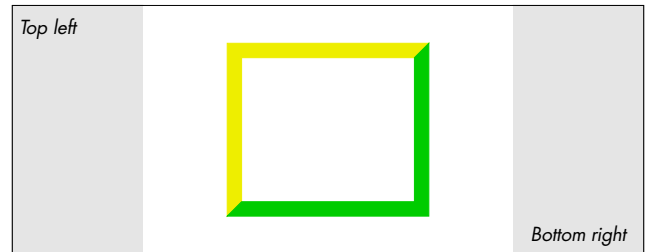
Draw frame around furniture

Switch this on to draw the window frame around the whole of the window including the furniture rather than just the main window workspace.



3D border

Switch on to indicate that the workspace will have a 3D effect when no scrollbars are present. This then activates the *Top left* and *Bottom right* colour pickers which can be used to pick the colour that is displayed at the top left of the window and the bottom right of the window.



Textured background

When this is switched on the workspace of the window will be textured (assuming a suitable sprite is available) rather than being a solid grey colour.

Menus

Textured background

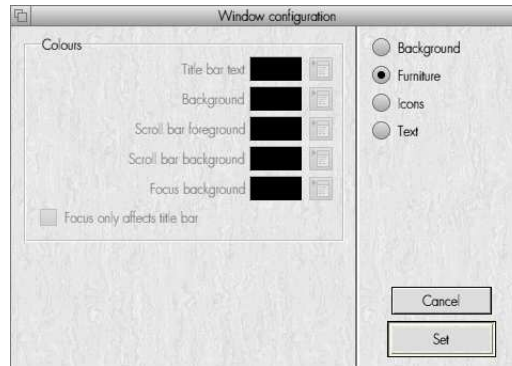
When this is switched on the workspace of the menu will be textured (assuming a suitable sprite is available) rather than being a solid white colour.

Alternative texture and border

Switching this on will cause an alternative menu texture (if available) to be used for the menu background. It also enables the *Top left* and *Bottom right* colours to be specified differently from the window settings.

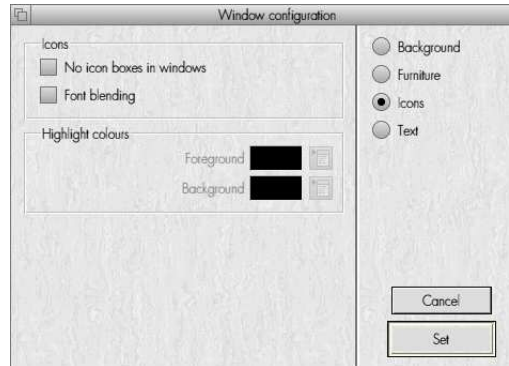
Furniture

The Furniture section of this window controls the colours that are applied to the window furniture. At this time these options are all disabled because the Theme Manager is unable to apply such settings.



Icons

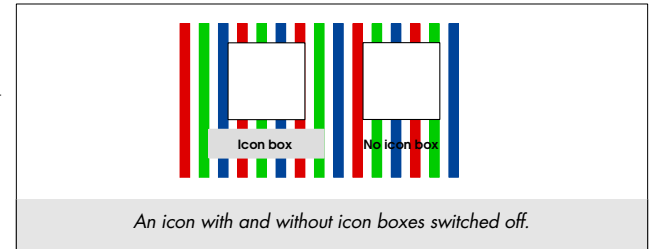
This section contains some generic icon settings. Some of these settings are disabled because the Theme Manager does not support them at this time.



Icons

No icon boxes in windows

This controls how some text icons are rendered. When switched on it ensures that no filled grey background is drawn behind the text.



Font blending

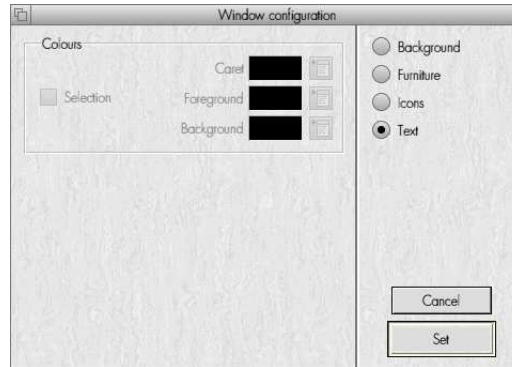
When font blending is switched on it can improve the look of text when drawn across multicoloured backgrounds.

Highlight colours

This section is currently disabled.

Text

At this time these options are all disabled because the Theme Manager is unable to apply such settings.





Fields and buttons

Click the Fields and buttons icon to display the Fields and buttons window.

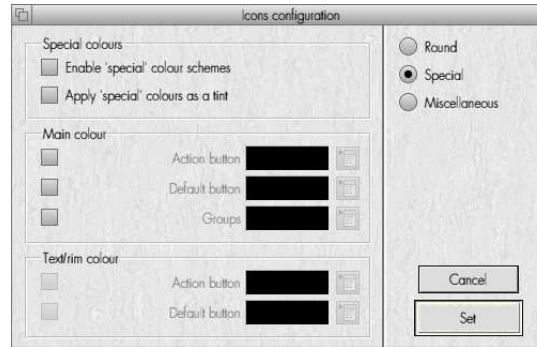


Round

This section is currently disabled because the Theme Manager does not support these options.

Special

This section allows the colours that are used to draw buttons to be specified and offers the following settings:



Special colours

Enable 'special' colour schemes

Switch on to override the colours that are normally used to draw buttons.

Apply 'special' colours as a tint

Switch on to apply the selected colours as a more subtle tint over the top of the standard colour scheme.

Main colour

This applies to the main surface colour of a button.

Action button

Specifies the colour of a normal button with a standard rim.

Default button

Specifies the colour of a default button which has a larger rim around it.

Groups

Specifies the colour of the decoration used to group fields and icons together.

Text/rim colour

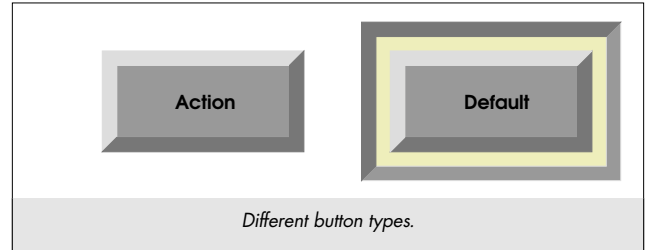
This affects the colour of any border drawn around a button and the colour of the text on the button.

Action button

The colour of the text on a normal button.

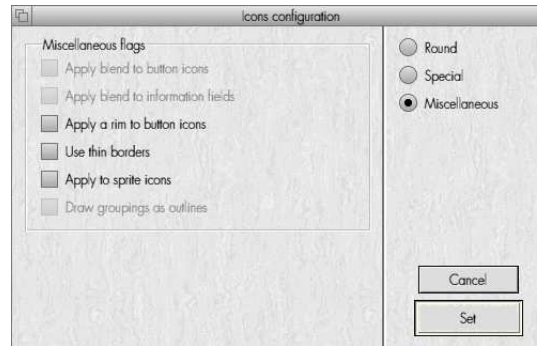
Default button

The colour of the text on a default button.



Miscellaneous

This section contains further miscellaneous icon settings:



Miscellaneous flags

Apply blend to button icons

This is currently disabled.

Apply blend to information fields

This is currently disabled.

Apply a rim to button icons

When switched on this draws a further thin border around a button.

Use thin borders

Switch this on to indicate that button borders and groupings are drawn thinner than normal.

Apply to sprite icons

Switch on to apply certain button border effects to buttons that contain sprites.

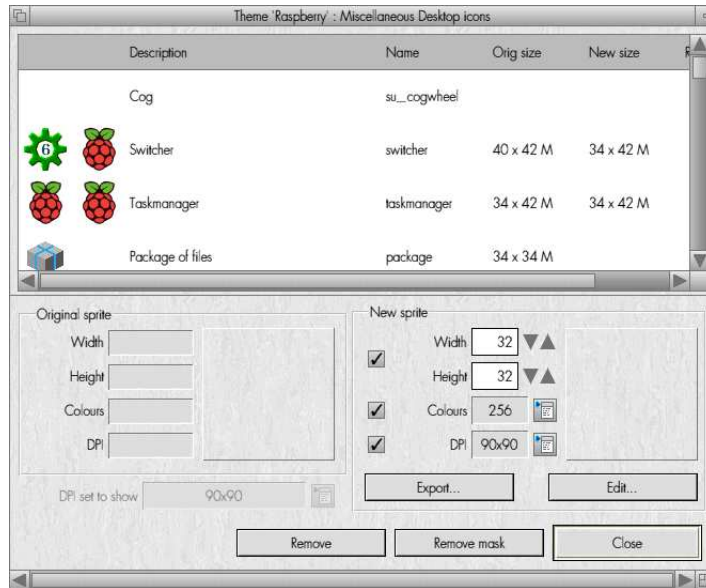
Draw groupings as outlines

This is currently disabled.

Sprite windows

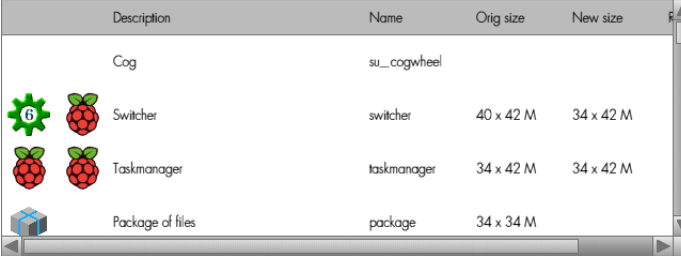
The remaining windows all control different groups of sprites which are used to decorate the RISC OS desktop. They have been split up into different groups to make it easier to identify related sprites and also because it is quite common to only replace certain groups of sprites like those used for the window furniture.






This section gives a general overview of the window used to display and edit these sprites:



Sprite list

The top section of the window shows the sprites that are included in the selection area.



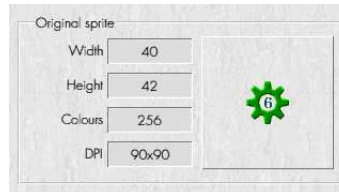
Description	Name	Orig size	New size
Cog	su_cogwheel		
  Switcher	switcher	40 x 42 M	34 x 42 M
  Taskmanager	taskmanager	34 x 42 M	34 x 42 M
 Package of files	package	34 x 34 M	

This list of sprites contains the following information:

Column	Description
Sprite	The original sprite currently used to represent the icon
Sprite	The replacement sprite defined in the theme
Description	A short description of the sprite
Name	The name of the sprite
Orig Size	The size of the sprite currently installed. If this is followed with an M it indicates the sprite has a mask
New Size	The size of the sprite in the theme. If this is followed with an M it indicates the sprite has a mask
Resolution	The resolution of the sprite

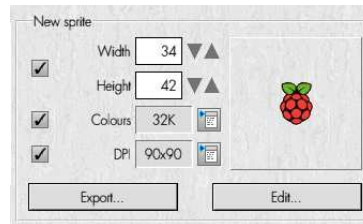
Original sprite

The original sprite area shows the width, height, number of colours and resolution of the sprite within the current theme. This can be used as a reference when deciding what the replacement sprite should look like. A thumbnail of the sprite is also displayed.



New sprite

A new sprite is added by dragging it to the new sprite area.



This area allows some of the settings associated with the sprite to be set:

Width & Height

If these are enabled then the new sprite will be resized to these dimensions. The dimensions here correspond to the dimensions of the current sprite initially but can be edited.

Colours

When enabled the new sprite will be converted to use the number of colours specified. Again, the number of colours is initially set to those of the current sprite.

DPI

The DPI setting works in the same way as the above. When enabled the resolution of the new sprite will be set to that shown.

The following operations are available:

Export

Export will display a Save dialog that allows the sprite to be exported from the theme.

Edit

Clicking Edit will open *Paint* with the sprite loaded so it can be edited. Double clicking the sprite thumbnail will achieve the same.

DPI set to show

The DPI setting at the bottom of the window is not always active. When it is, different groups of sprites organised by resolution can be displayed. This enables a theme to contain sprites for rectangular, square and high resolution pixel modes.

Remove mask

Click this to remove any mask associated with the currently highlighted sprites.

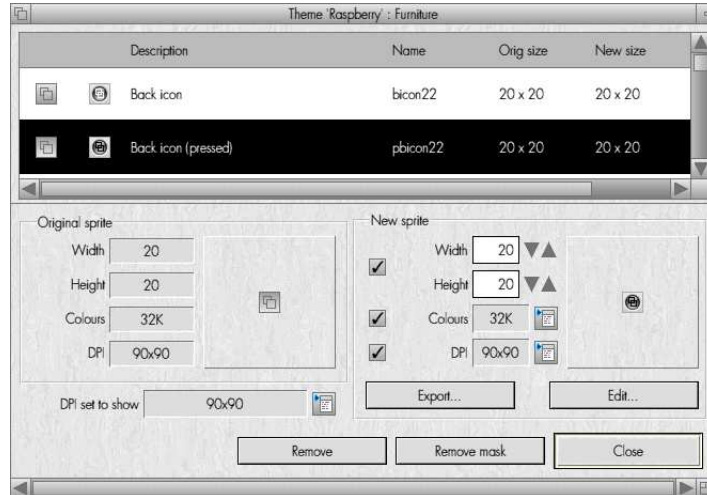
Remove

Click Remove to remove the currently highlighted new sprites from the theme.



Furniture

Click to display the Furniture window. This window allows the sprites that are used to render the window furniture (the close, back, resize buttons and scrollbars) to be specified.



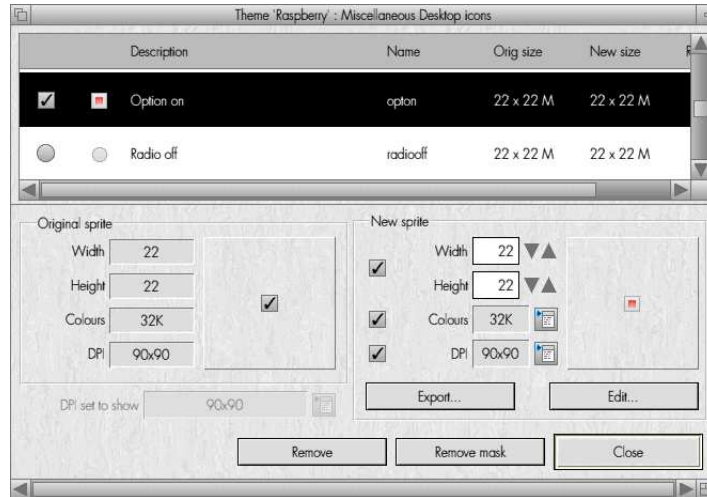
Window furniture can be supplied in a number of resolutions including 90ppi x 45ppi, 90ppi x 90ppi and 180ppi x 180ppi.

This window does not display the sprite in the list at the top, but it does still display thumbnails for each sprite.



Desktop icons

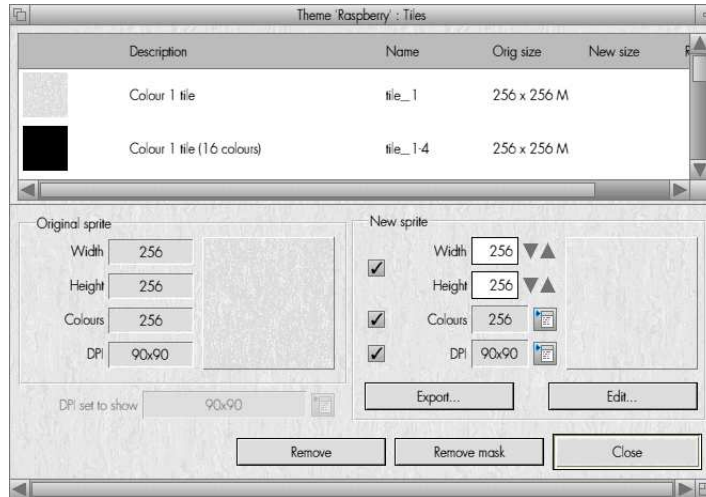
This window allows general desktop icons to be specified. These include popup menu icons, arrows, radio and option buttons and error icons.



Desktop icons do not have alternative resolutions.

Tiles

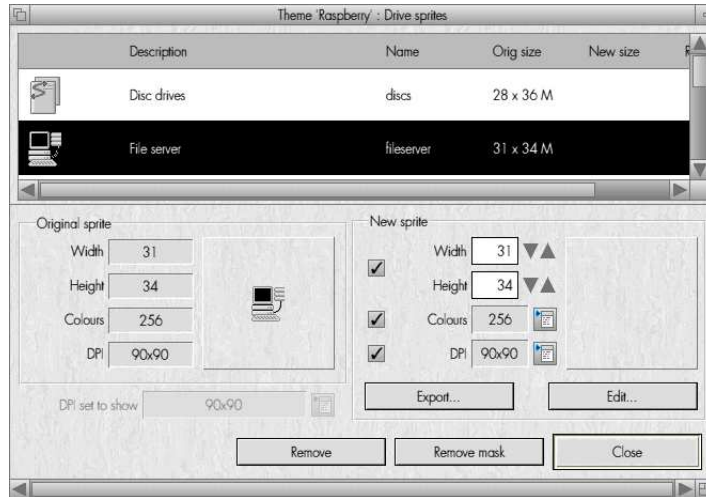
The Tiles window allows the tiles which can be displayed in a window or menu background to be specified.





Drives

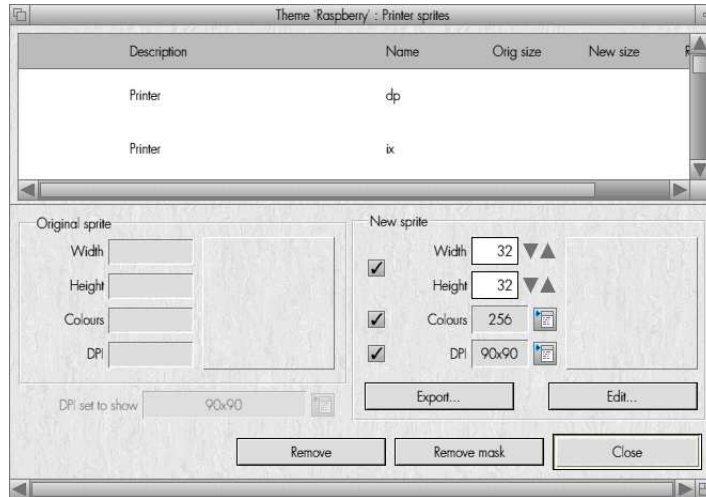
The Drives window allows the sprites which are used to display different types or storage device to be specified:





Printers

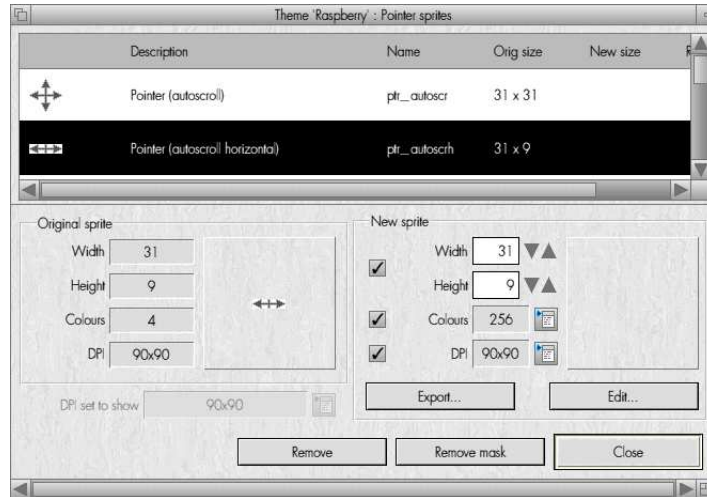
Printers allows the sprites which are used to display different types of printer to be specified:





Pointers

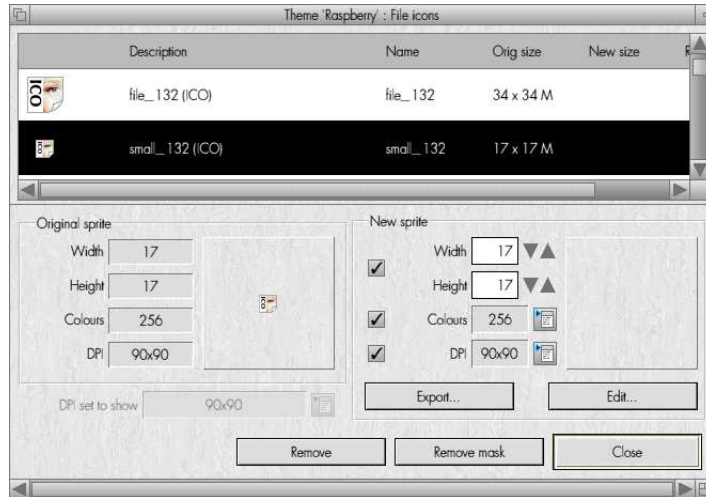
Displaying this window allows the sprites used as different mouse pointers to be specified:





Files

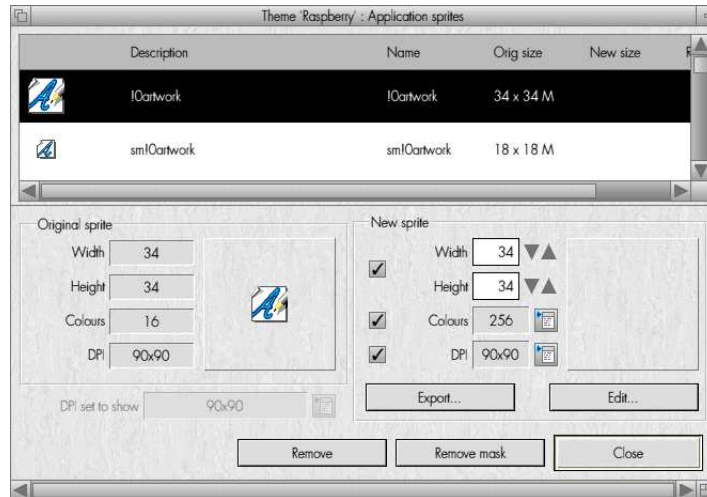
The Files window allows the sprites used to display files of different types to be specified. The list of files available will be dependent upon what file types are understood by your system.





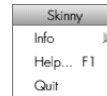
Applications

This window allows the sprites used as icons for different applications to be specified. The list of applications available will be dependent upon what is installed on your system.



The iconbar menu

Clicking Menu over the Skinny icon on the iconbar will display this menu. The following items are available:



Info

Moving the mouse pointer over this item displays the About this program window which displays version information about Skinny.



Help

This will display the help supplied with the application.

Quit