BSplayer **multimedia**

"Brings the best out of video"

# Creating your own skin for BSPlayer

To explain the process a little bit easier I thought it would be good to use MS Paint. The reason I did this was to show how simple the process is. Obviously the quality of the skin will not be fantastic but it will be functional. It will also so that the theory works.

The first 16 pages are set up to walk you through the process of the **skin.ini** file. You can find this file in the following directory if you have done a default install:

C:\Program Files\Webteh\BSPlayer\Skins\Base

If you can not find it do a search for BSPlayer.

There are 4 key elements to the skin, if you read the help notes that come within the **skin.ini** file you may find the answers. If you are still not sure this doc is a visual approach to explaining those notes.
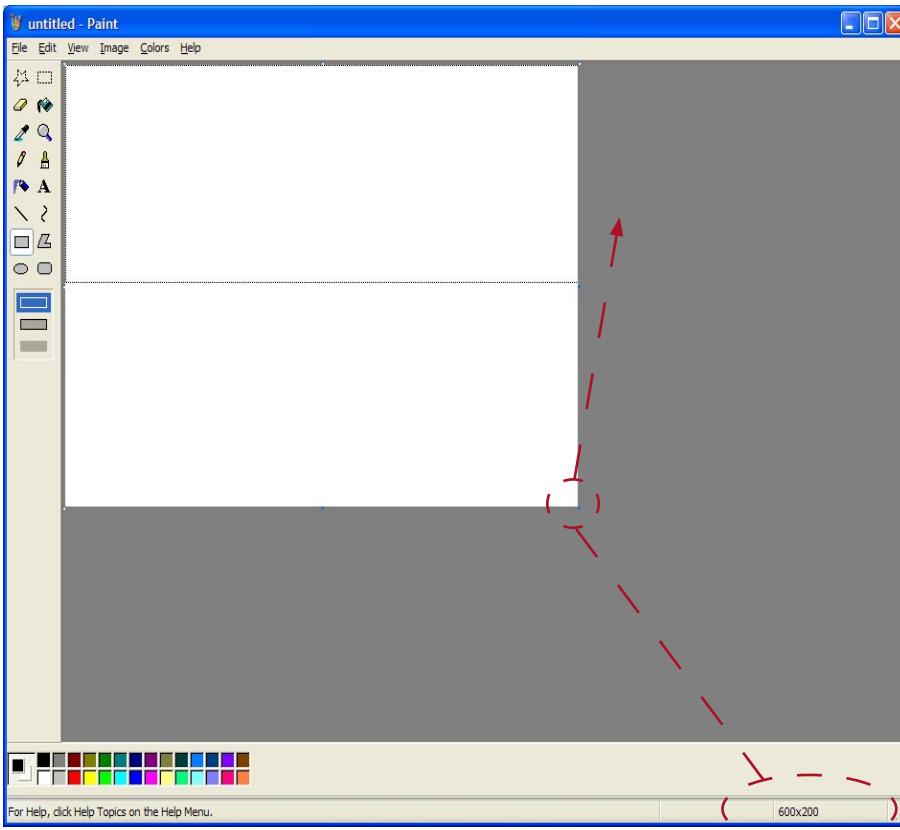
Open up Paint and create a new doc move the bottom right corner to the coordinates 600x200.
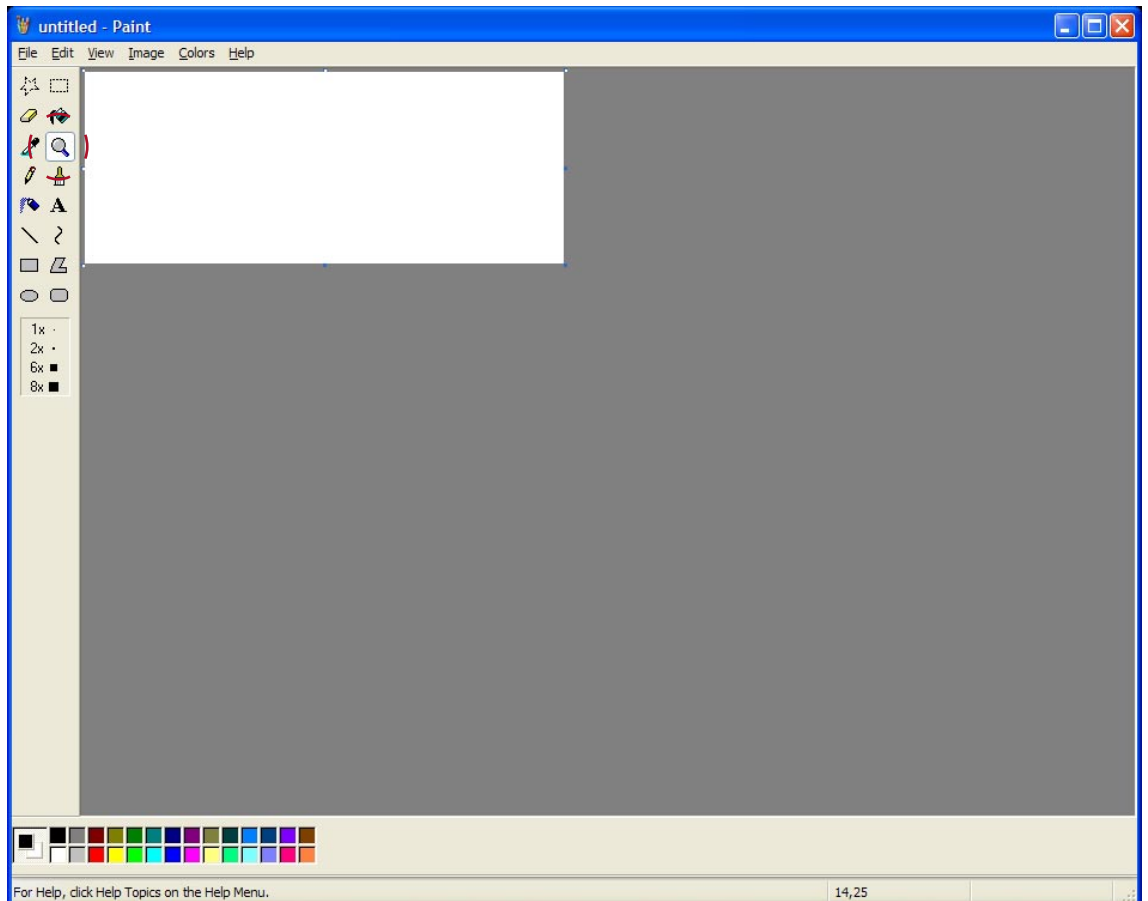
Select the rectangle too land create a rectangle from start position x=20, y=20 and finish point x=560, y=70. Go to the File menu and save the file as main.bmp to a folder of you chose.
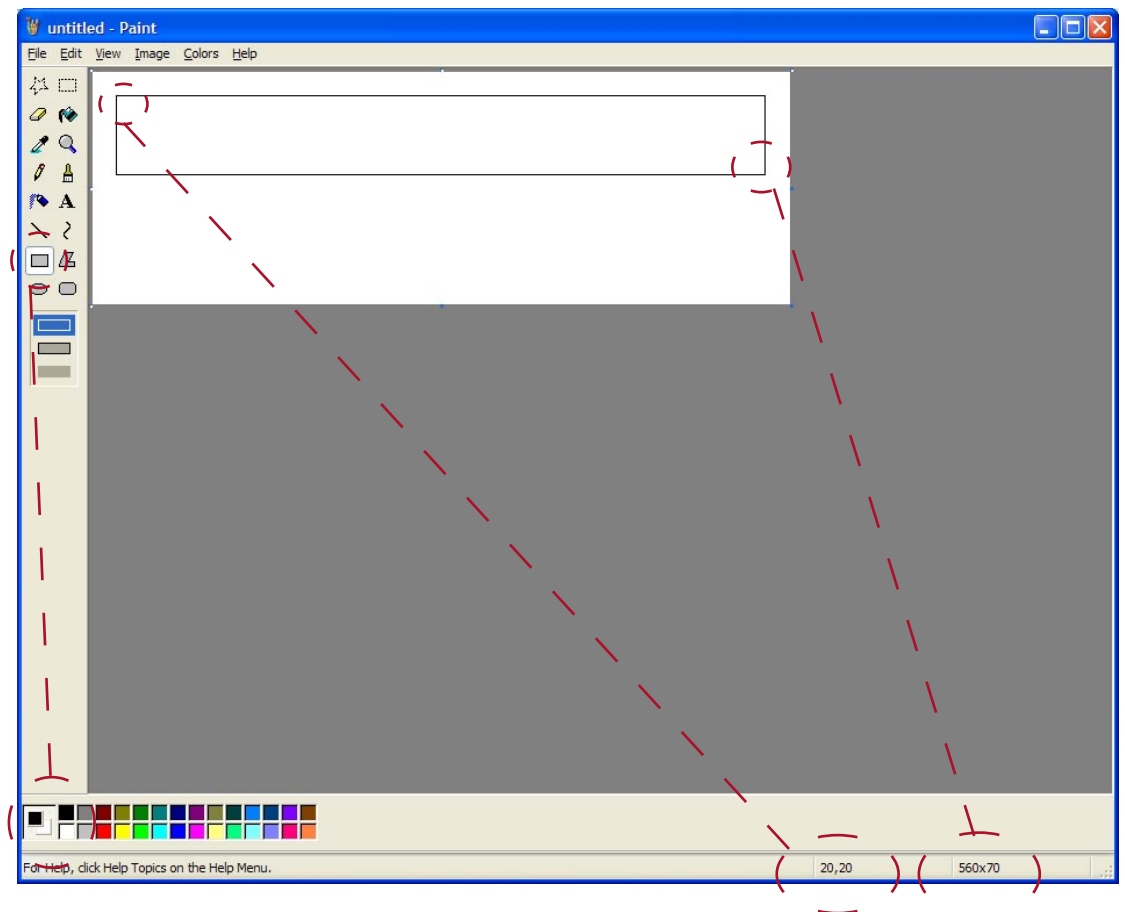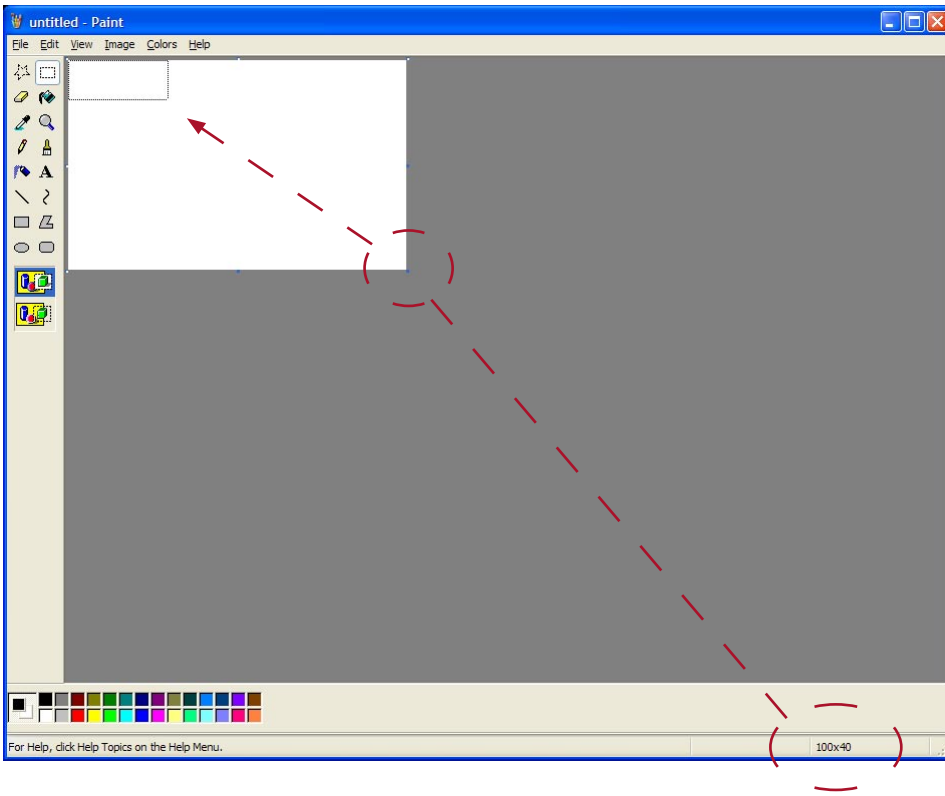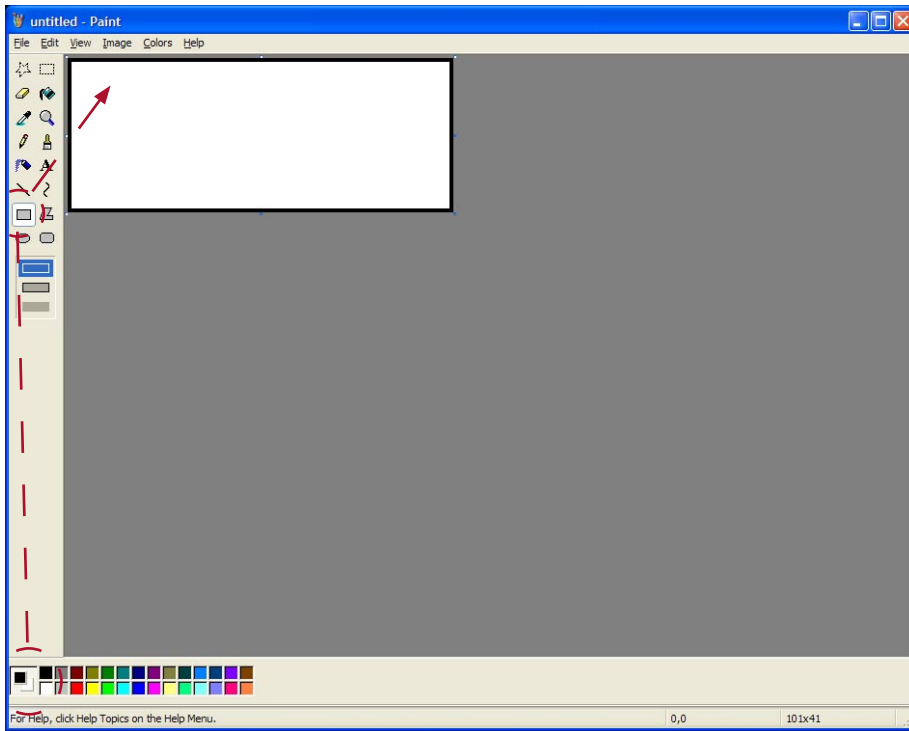
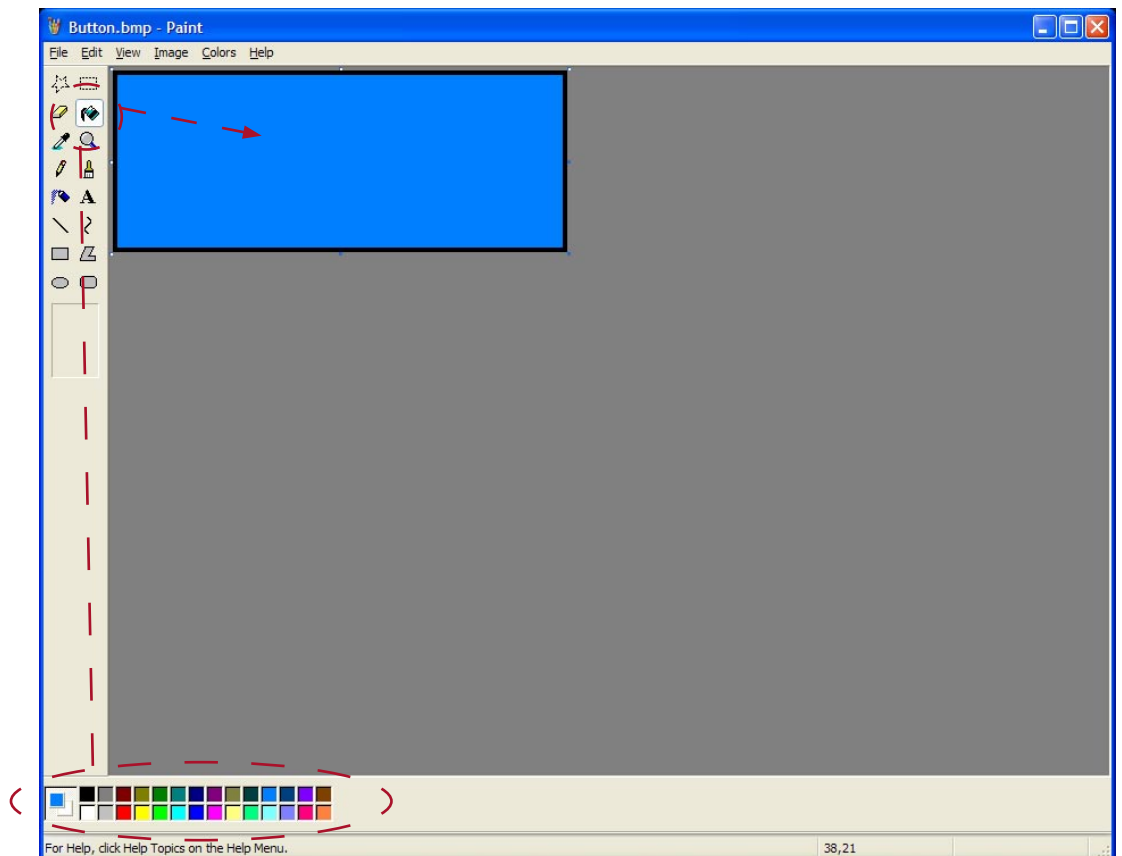Now to create the buttons make a new document and move the bottom right corner to the coordinate 100x40.

To make it easier to see what you are doing select he magnify glass and zoom in.
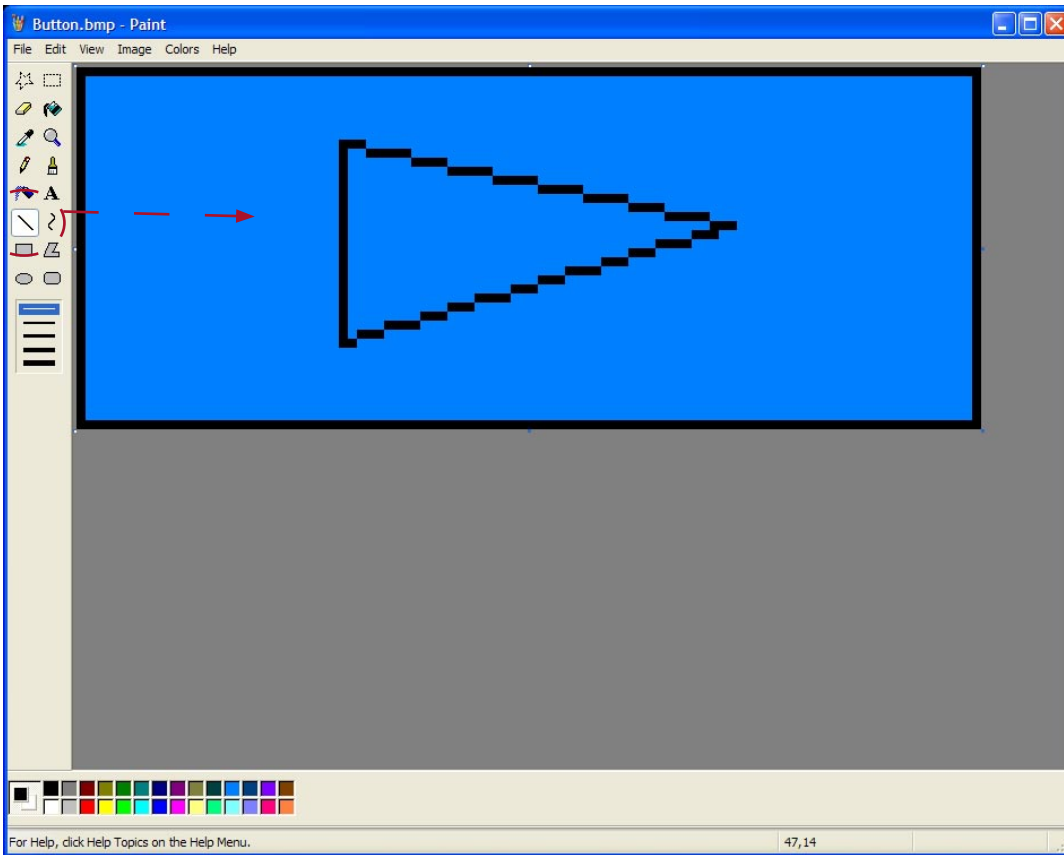
Select the rectangle tool and make a border around the document.
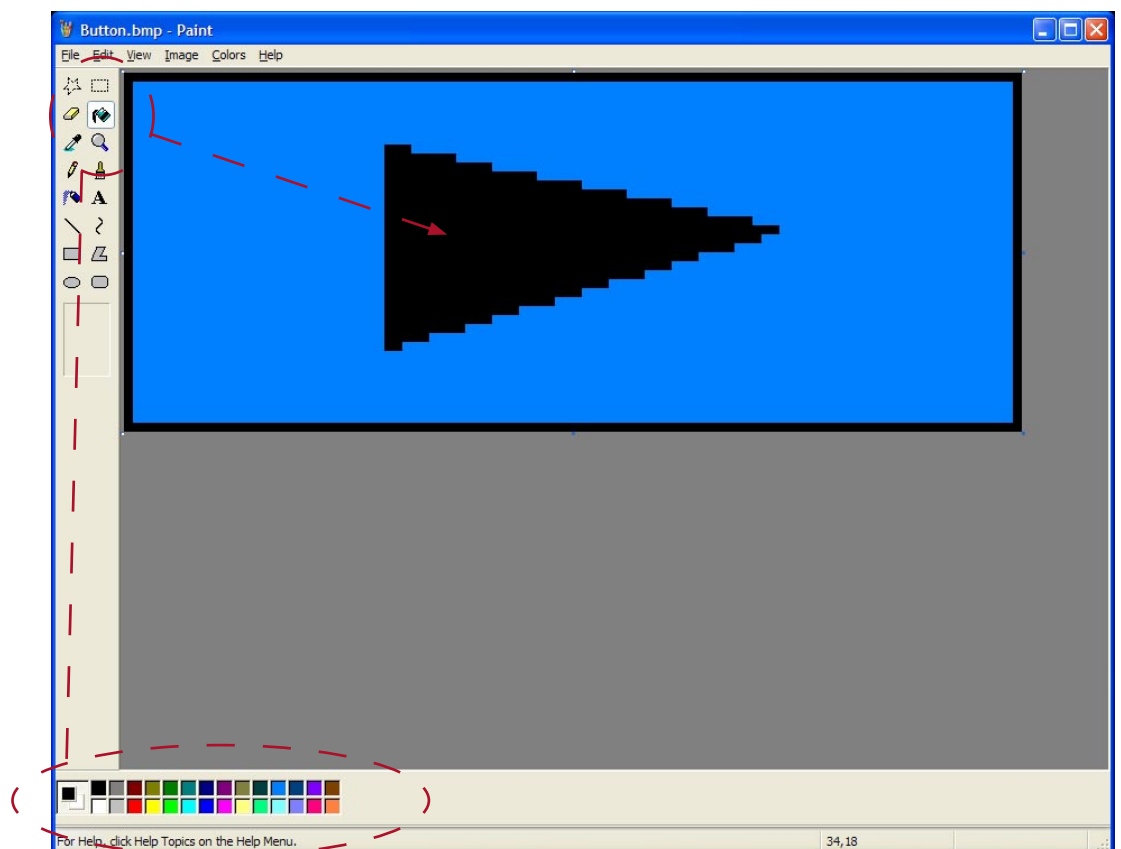
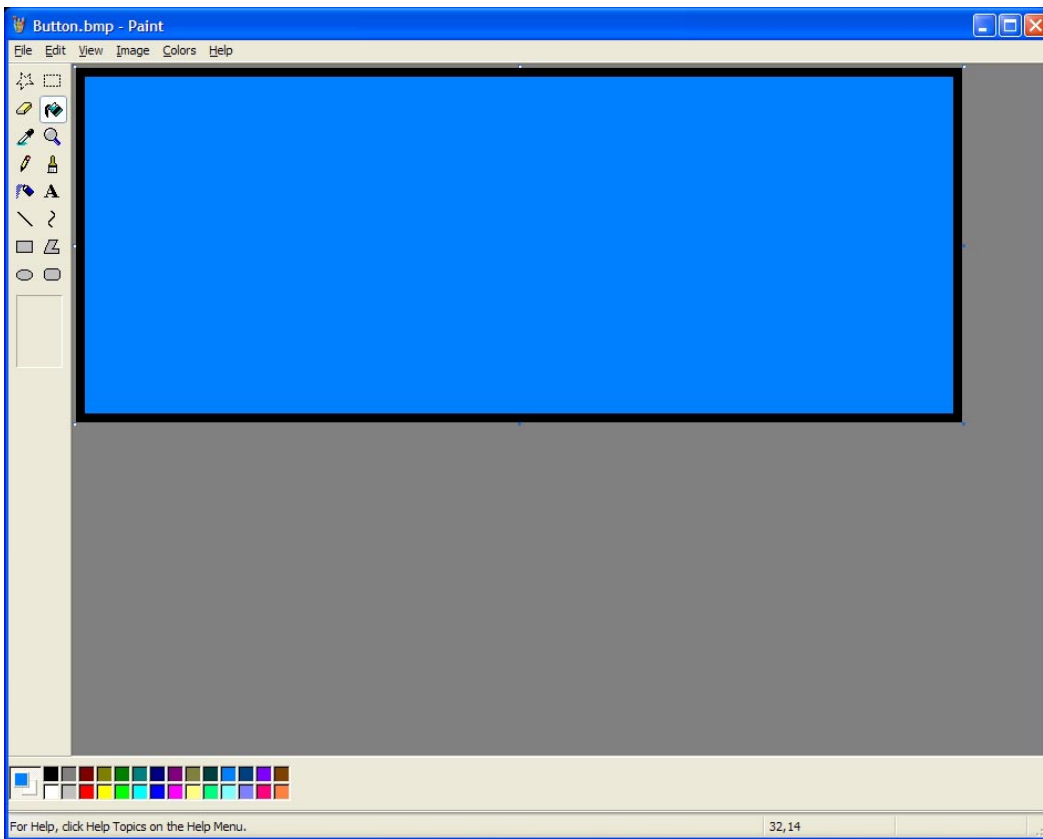Fill the rectangle with any colour you like using the paint bucket.

Using the line to create a triangle.

Select the paint bucket and fill the triangle. Save the file as playn.bmp. The n on the end of play is for normal mode, this is what the button will look like normally.
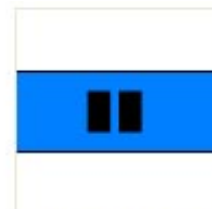
Use the paint bucket again, but this time select the same colour as the background. This will remove the triangle and allow you to start again.
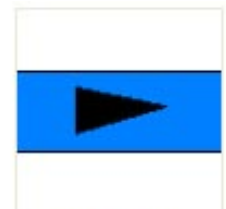
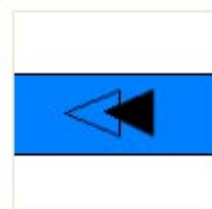Create the following shapes and save each one as the name provided.
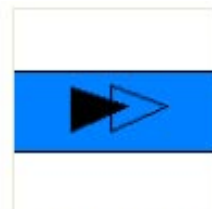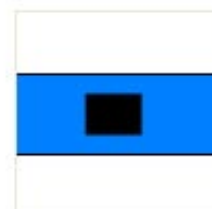

forwardn.bmp

pausen.bmp

playn.bmp

rewindn.bmp

stopn.bmp
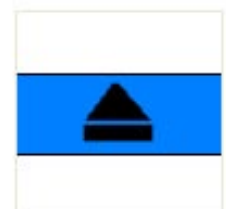
openn.bmp
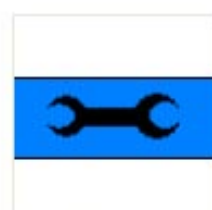
prefn.bmp

exitn.bmp

aboutn.bmp
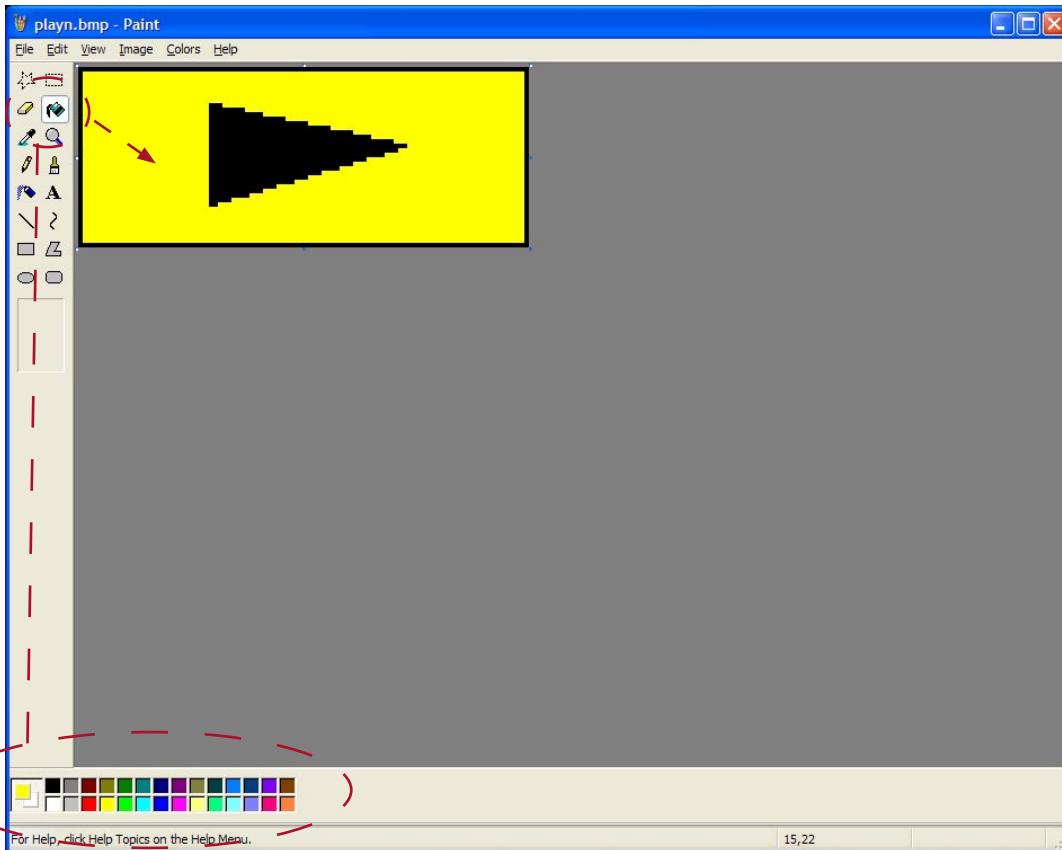
Once you have created all the shape open playn.bmp again and select a different colour to the background and use the paint bucket and fill in the background. As this coloured version and playu.bmp. The u at the end of play is for UP mode. This is how the button will look when you have the cursor over the button. Repeat the process for all buttons.

Repeat the process a third time and save this version as playd.bmp. The d at the end of play is for down, this is how the button will look when you click on the button.
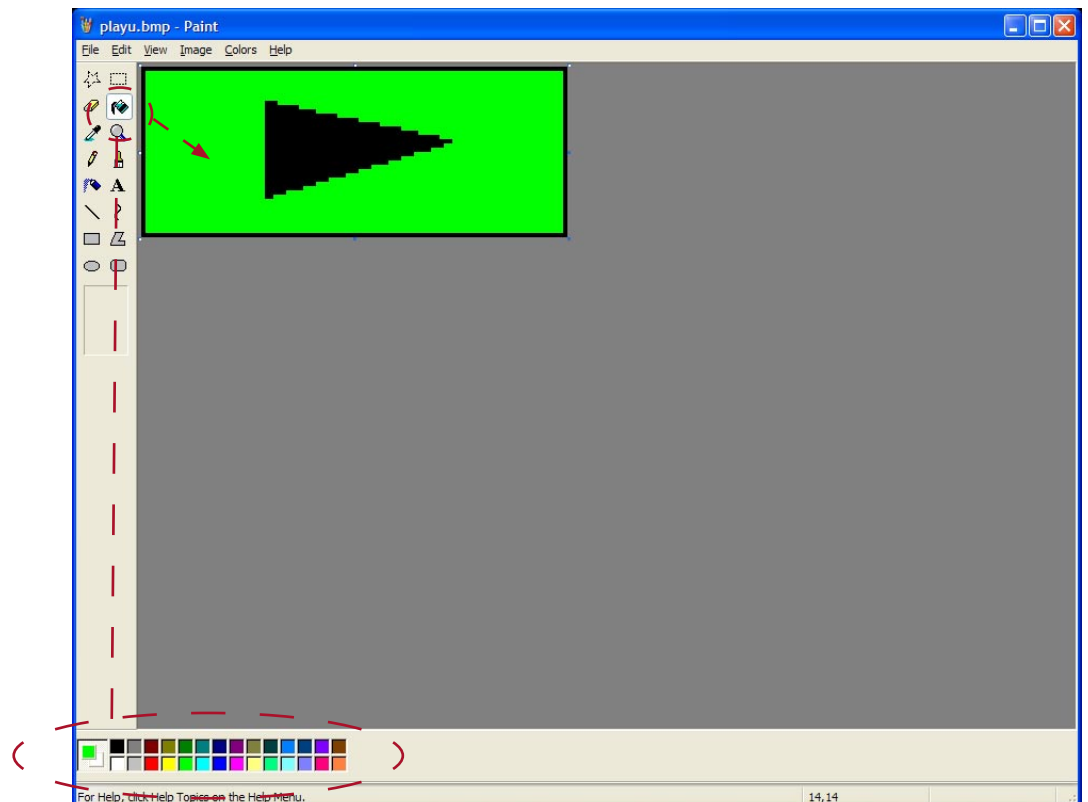
This is what you should have at the end.
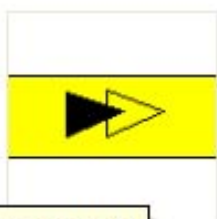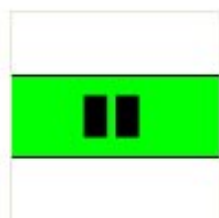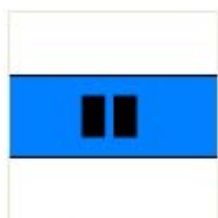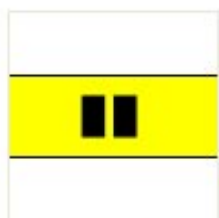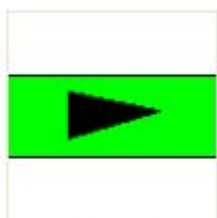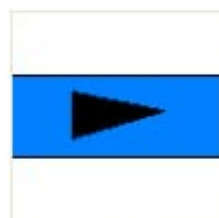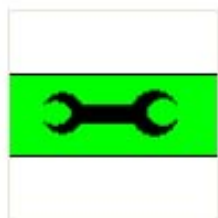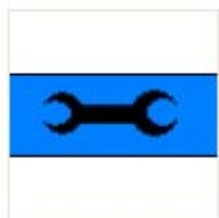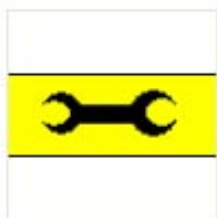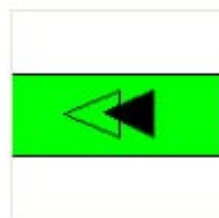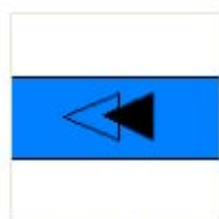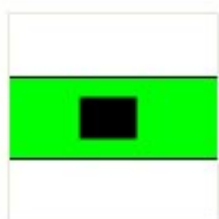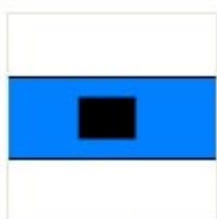
Dimensions: 100 x 40
Type: Bitmap Image
Size: 11.7 KB
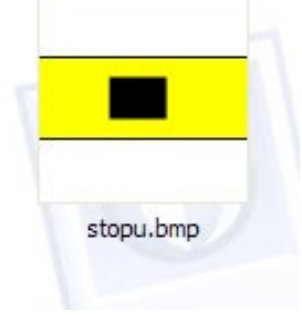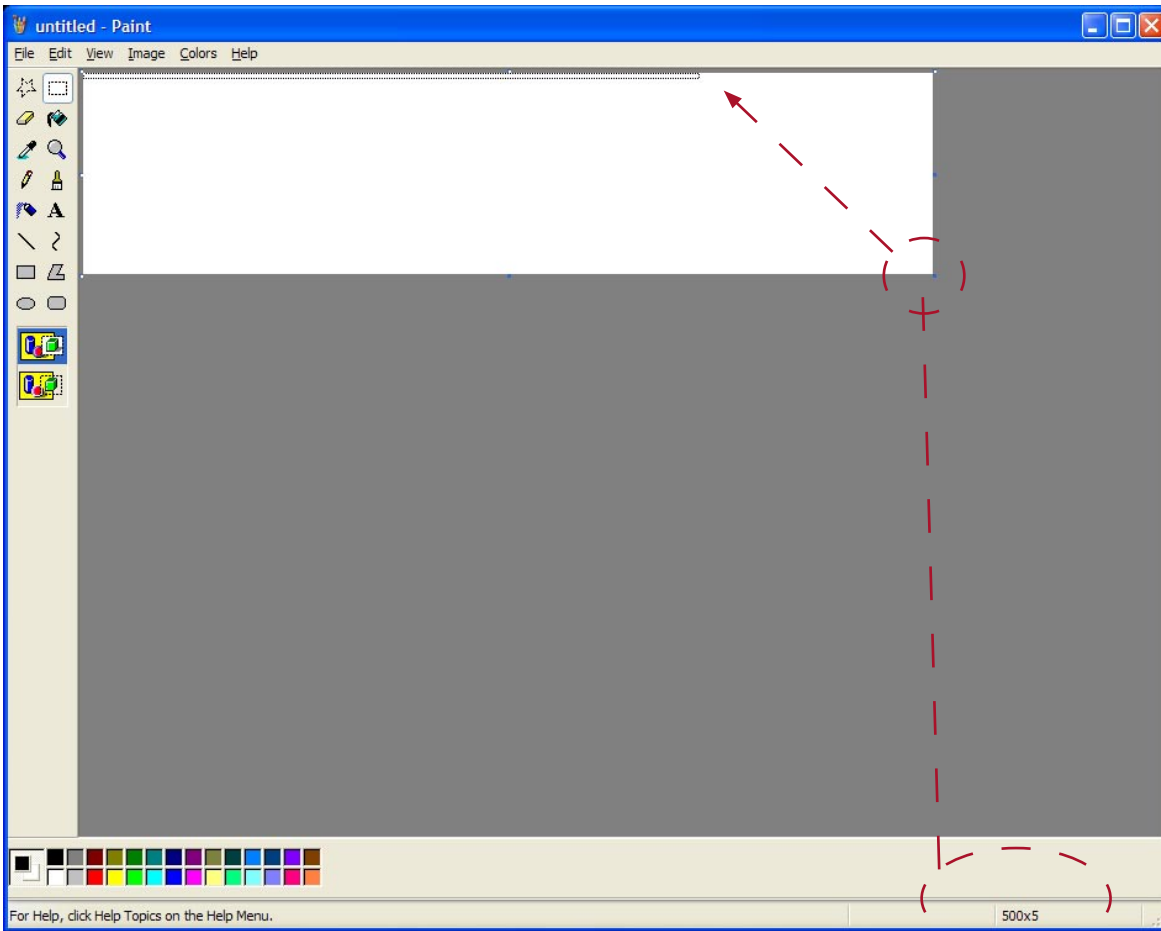
To make a track slider create a new document and drag the bottom right corner to coordinates 500x5,

Use the paint bucket and fill the document. Save the file as seek.bmp.
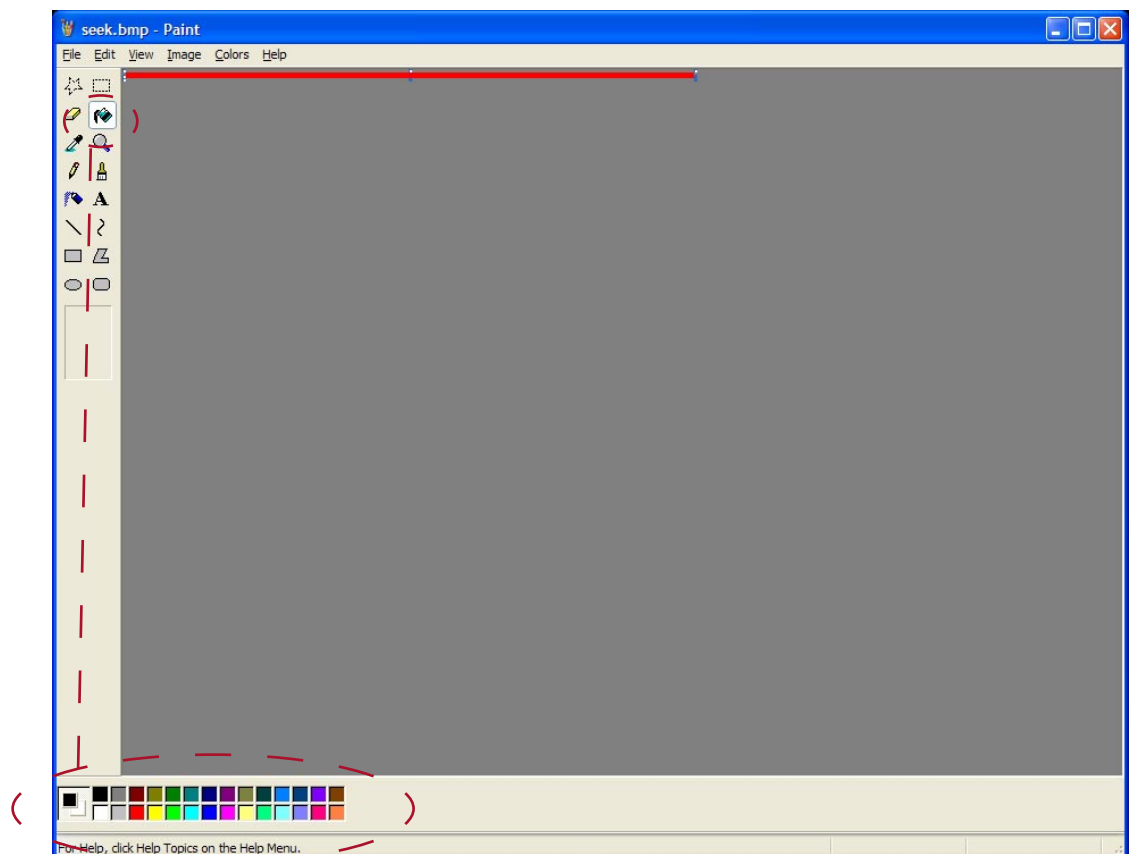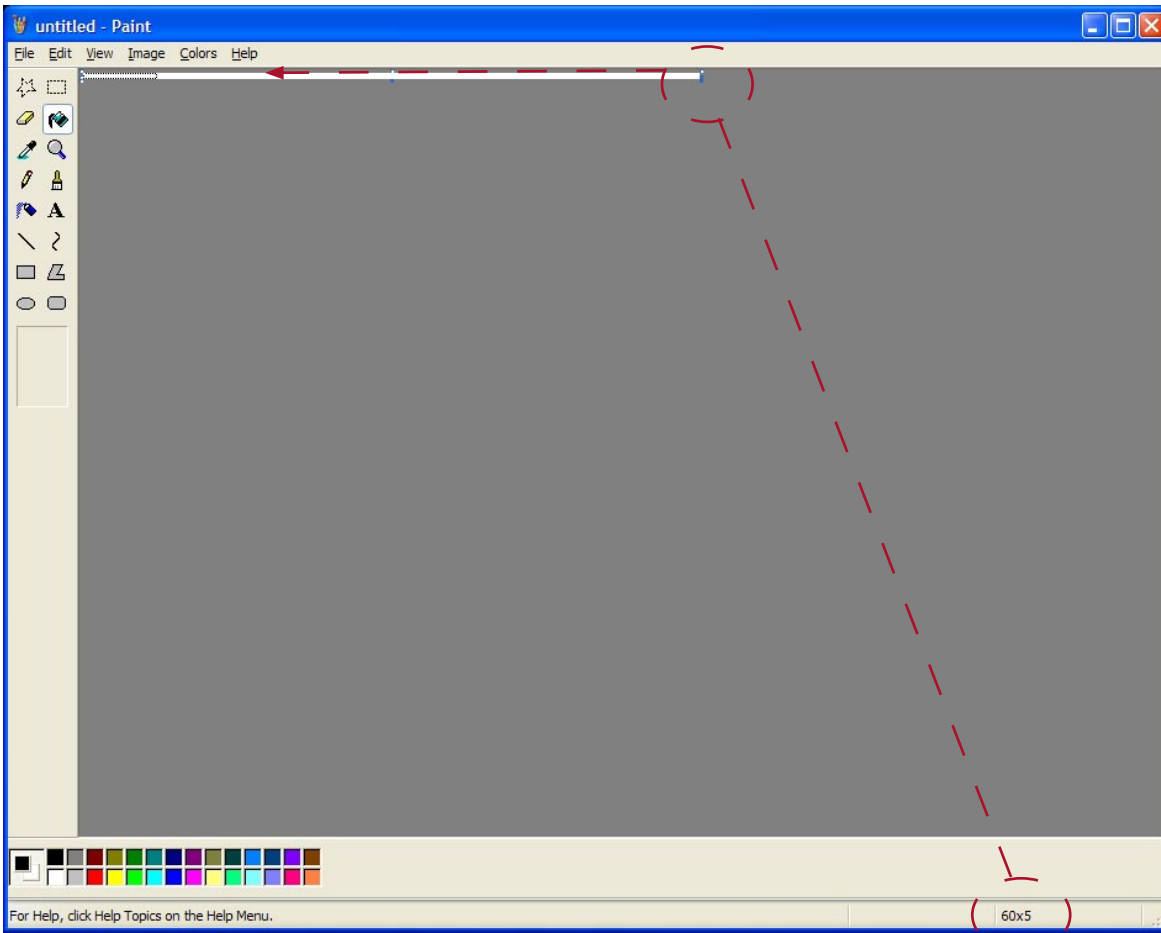
To make a volume slider move the right bottom corner to coordinates 60x5.

Use the paint bucket and fill the document. Save the file as volune.bmp.

20

95

140

←→20 ←——— X Coordinate for rewind

←————————→130

←——————————————→240

←————————————————————→350

←——————————————————————————→460

Y Coordinate for rewind
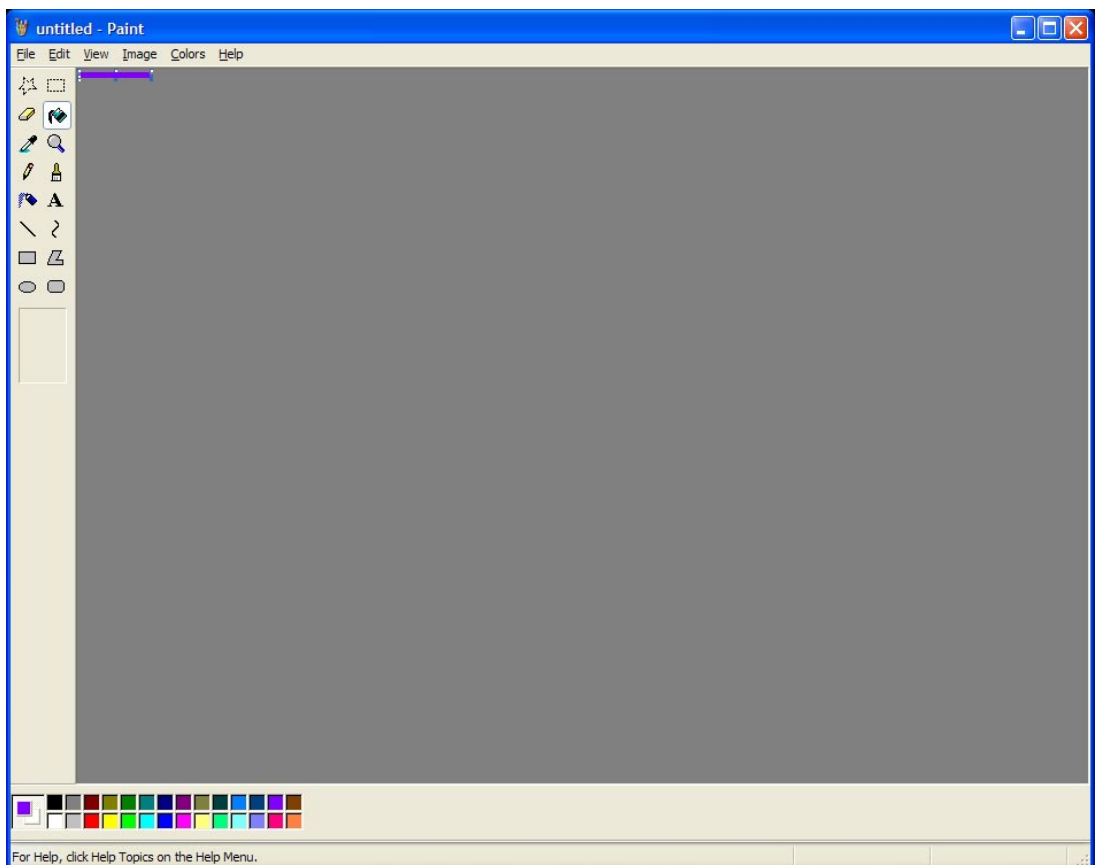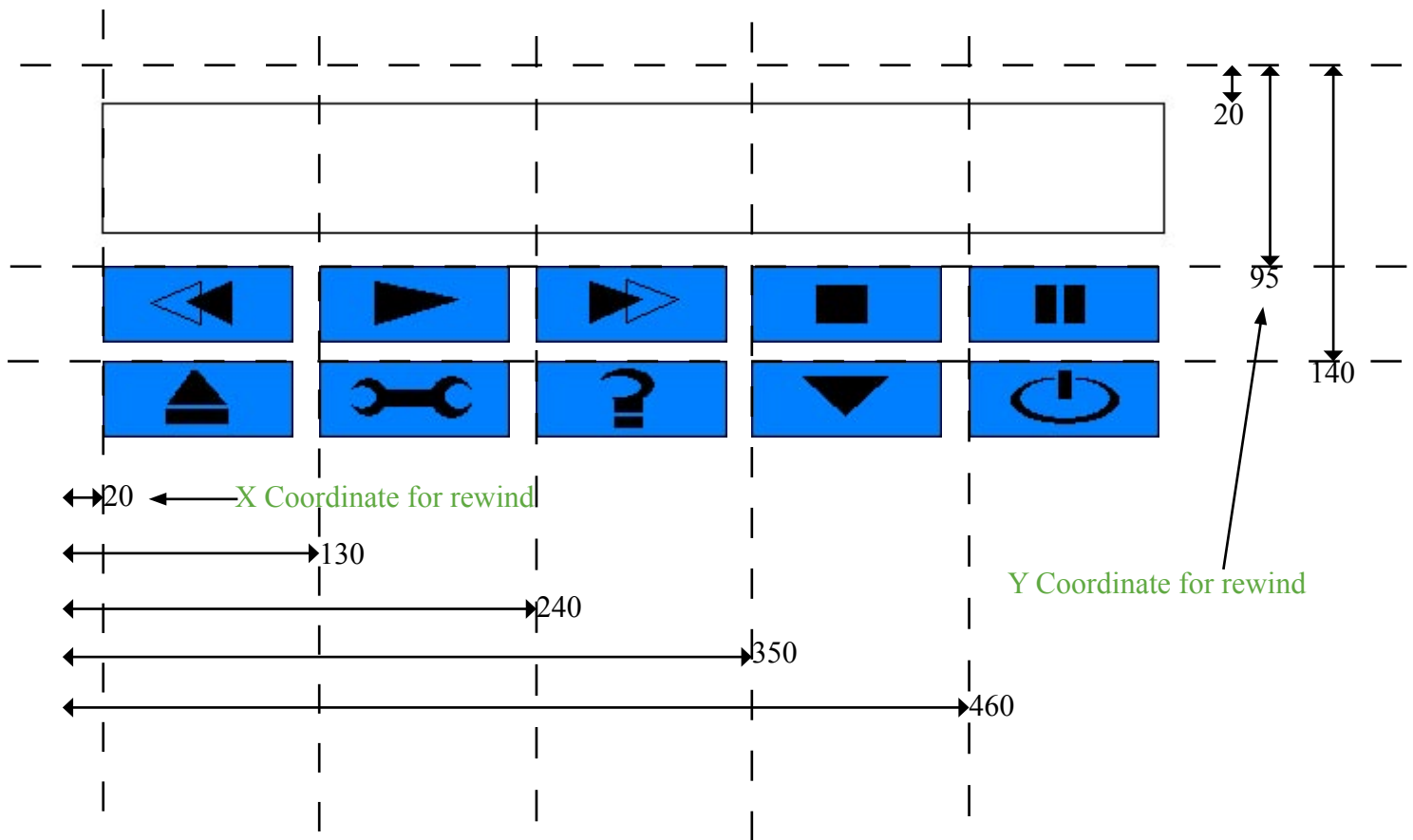
Now that you have all the pieces you can open the skin.ini file in the base skin directory. If you have done a default install then the file will be in the following place:

C:\Program Files\Webteh\BSPlayer\Skins\Base

The picture above gives you coordinate to key into the ini file.

I have coped it into the document here and coloured the sections. The text in red tell you what you need to key in. The black text it what the program actually uses to put the skin together. The blue text is what has been change to create the MSPaint skin.

If you want extra button you can obtain the numbers required by open the bsp.h fie found in the following folder:

C:\Program Files\Webteh\BSPlayer\sdk\bsp.h

Btn1=rewind,20,95,0,106;$lang.Menu.89

To find the corsponding menu number open the english.ing file found in the following folder:

C:\Program Files\Webteh\BSPlayer\lang\English.lng

[BSPlayer.Skin]
Version=1.00

[Settings]
; 0 - Two separate windows, one movie window the other with controls (skinned)
; 1 - One window only (not fully supported yet)
SkinType=0
; File name of the main image
MainImg=Main.bmp

;0-Normal
;1-Skin can be any shape, pixel at top left corner (position 0,0) is transparent color
MainAnySape=0
Ext=.bmp

;Load specified font
;
;LoadFont1=MyFont.ttf
;LoadFont2=AnotherFont.ttf

; Button definitions
; BtnX=<name>,xpos,ypos,<type>,<action>[;<Description>]
; <name>   - this is file name of the image for button
;   Image files must be named name[n|d|u].bmp
;   n=normal, d=button down, u=mouse over
; xpos   - X position
; ypos   - Y postion
; <type>   - Button type
;   0-Normal buttons
;   1-Shaped buttons
;   2-Transparent (currently not supported in full screen skins)
;   3-Blend (not supported yet)
; <action> - All commands from bsp.h/bsp.pas, search for 'Other commands'
; <Description>
; Version 1.00.808+, it's now possible to use messages from language file for descriptions
; Syntax: $lang.SECTION.KEY
; Ex.: Btn18=b3,208,86,0,34;$lang.Menu.81
;   Btn20=mute,323,75,0,35;$lang.Actions.36
[Buttons]
;Number of buttons
Number=10
Btn1=rewind,20,95,0,106;$lang.Menu.89
Btn2=play,130,95,0,20;$lang.Menu.10
Btn3=forward,240,95,0,105;$lang.Menu.88
Btn4=stop,350,95,0,22;$lang.Menu.12
Btn5=pause,460,95,0,21;$lang.Menu.11
Btn6=open,20,140,0,63;$lang.Menu.1
Btn7=pref,130,140,0,7;$lang.Menu.69
Btn8=about,240,140,0,70;$lang.Menu.83
Btn9=mini,350,140,0,59;$lang.Strings.1000
Btn10=exit,460,140,0,77;$lang.Actions.82

[Display]

```
; x,y;<font name>,<size>,<style>;<Font color>
; style can be N - Nornal font
;           B - Bold
;           I - Italic
;           U - Underline
; or combination of above, for ex. Bold italic -> BI

; Movie title/file name
Title=20,25;Arial,9,B;000000
; Max width of title, if it's longer it will be scrolled
MaxTitleWidth=242

;Version=253,88;Arial,8,B;71964F
MovInfo=20,36;Arial,9,N;000000
Status=20,46;Arial,9,N;000000
MovTimeLen=20,56;Arial,11,B;000000
sRepeat=20,68;Arial,7,N;000000
Subs=20,75;Arial,7,N;000000
MaxSubsWidth=162

[TrackBar]
; Position and size
; x,y,w,h (w,h is ignored if TrackKind=HB,VB)
PosSize=20,20,500,5

; Track bar kind,
;  H-Horizontal, V-Vertical, HB-Custom bitmap horizontal, VB-Custom bitmap vertical
;  HBtn - button Horizontal, VBtn - button Vertical
Kind=HB

;If TrackKind=HB, name of the bitmap that will be used
Bitmap=seek.bmp

; If HBtn or VBtn
;ButtonImg=VolBtn.bmp

//Set this to 1 for transparent background
TransparentBg=0

Border=1
BorderColor=000000
; Ignored for HB,VB
Color=313A31
MouseOverColor=313A31
BackColor=000000




; same parameters as TrackBar
[Volume]
Kind=HB
Bitmap=volume.bmp
PosSize=520,20,60,5
```

```
TransparentBg=0

[GUI]
MenuBackClr=6995B8
MenuBackClrIco=234F7C
MenuSelBackClr=E3F7F8
MenuFontClr=000000
MenuSelFontClr=000000
MenuDisFontClr=BF803F
MenuSeparatorClr=3F502B
PlayListBackClr=0C76A2
PlayListTextClr=000000
PlayListActTextClr=FFFFFF

[Text]
Author=your name
URL=
Description=Tut
```

To create the bsz file:

1. Test the files by creating a folder with the name of the skin. Ensure all your files and **.ini & .bmp** files are in the folder.
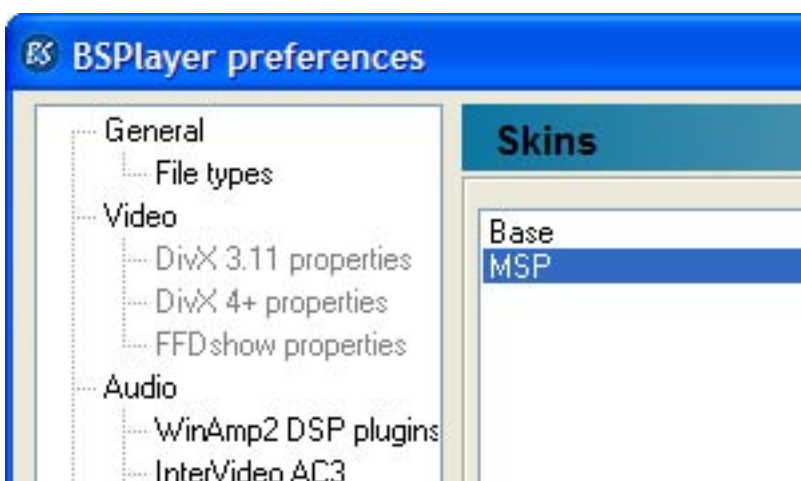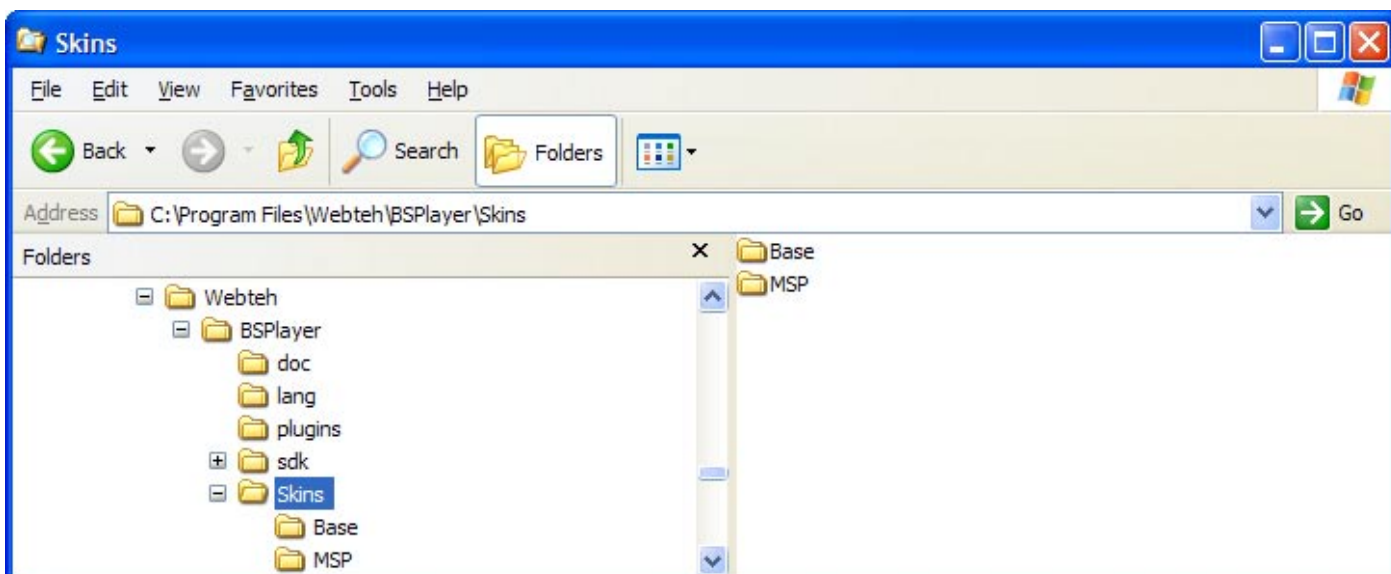
2. Start up BSplayer and select your skin and close prefs. If you have not copied a rgn.dat file into your folder press CTRL + R to refresh the skin. Also alternate between fullscreen to create a rgnfs.dat file.

Note:In this file window region data is saved and skin is loaded much faster if this file is present.

3. Select all the files you created.
4. Create zip file from all the files.
5. Rename the file from .zip to .bsz.
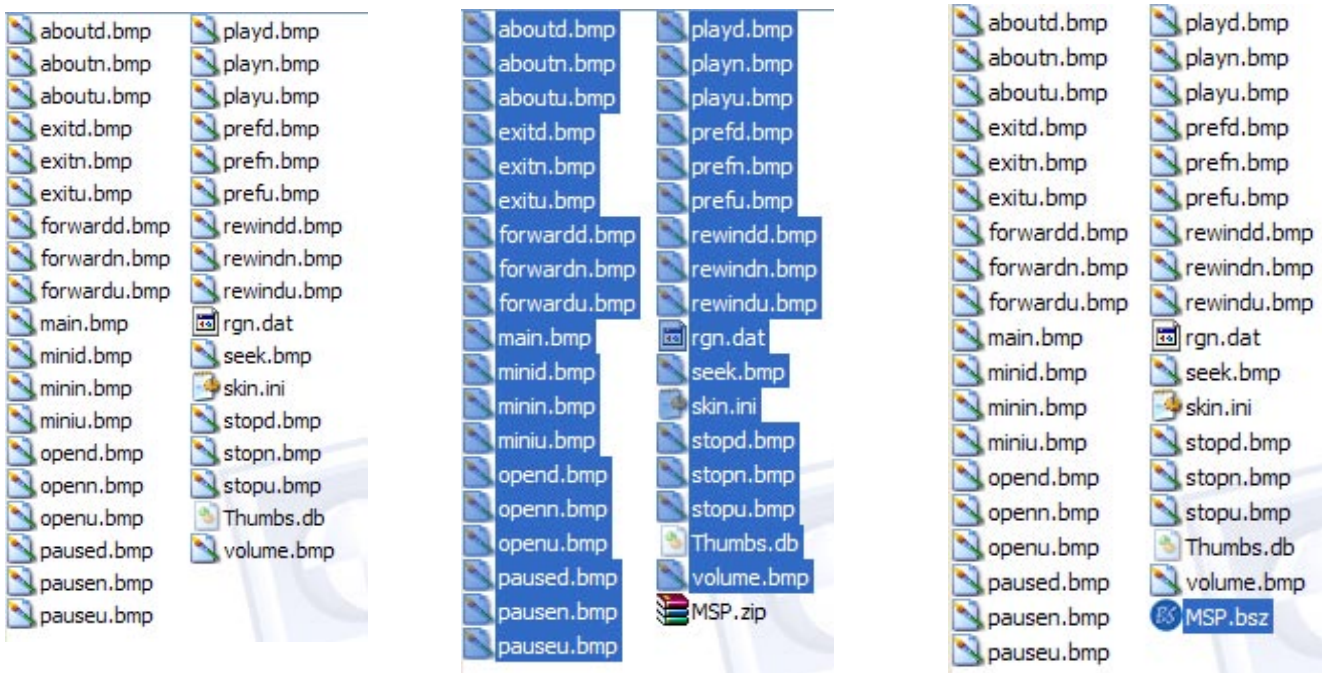
Done, double click on the file and you player will appear.
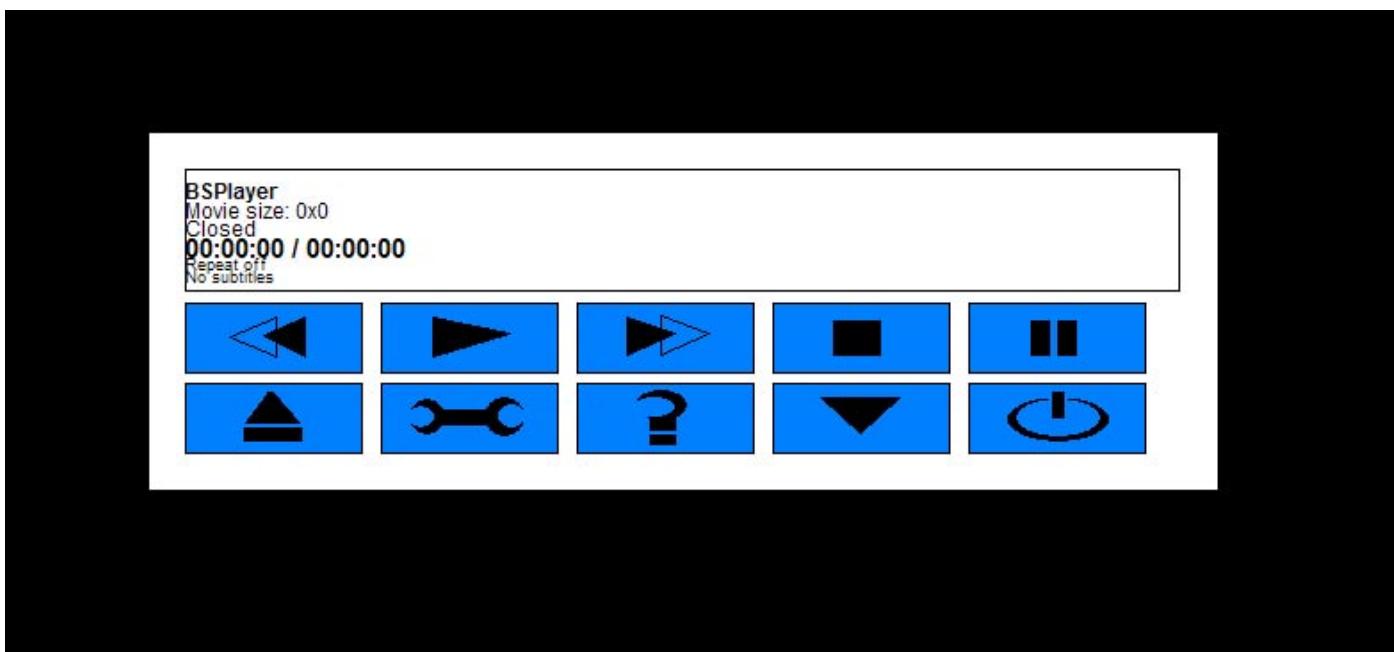
OK that was a simple look at the **skin.ini** and how the X, Y coordinates work. Also where the option codes come from and menu codes. If you are comfortable with this process you may not need to go any further. If you are interested in how I created the **Robby the Robot** skin and others like it read on.

OK I am no expert but I have created a few skins and have found some things you should do and some things you shouldn't do.

Please note I will be working on the fact that people reading this have a intermediate or a basic level of knowledge of graphical packages such as Photoshop, Image Ready and Illustrator.

To get started you need the image for your skin. You can create our image in any graphical package. For this tutorial I will be using the images I created for Robby the Robot and the switches skin. You will need 3 image or stages.

1. (n) Normal (this is the image of the skin as you open it, or just sitting on the desktop)
2 . (u) Up (this is the image of the buttons when you put the cursor over them)
3. (d) Down (this is the image of the buttons when you click the mouse button)

For Robby I created 2 images in the 3D program and exported jpg to work with in Photoshop.

Here are the images:
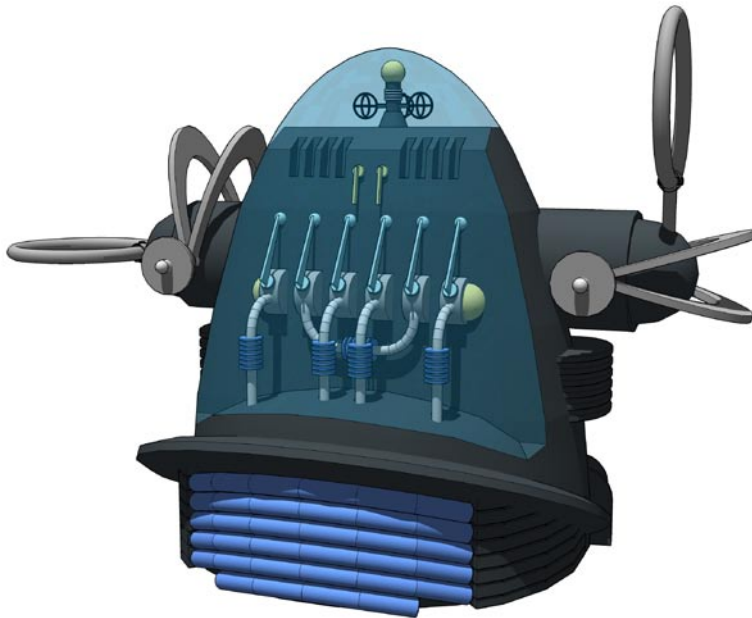
This image was use for the Normal view and the Down view
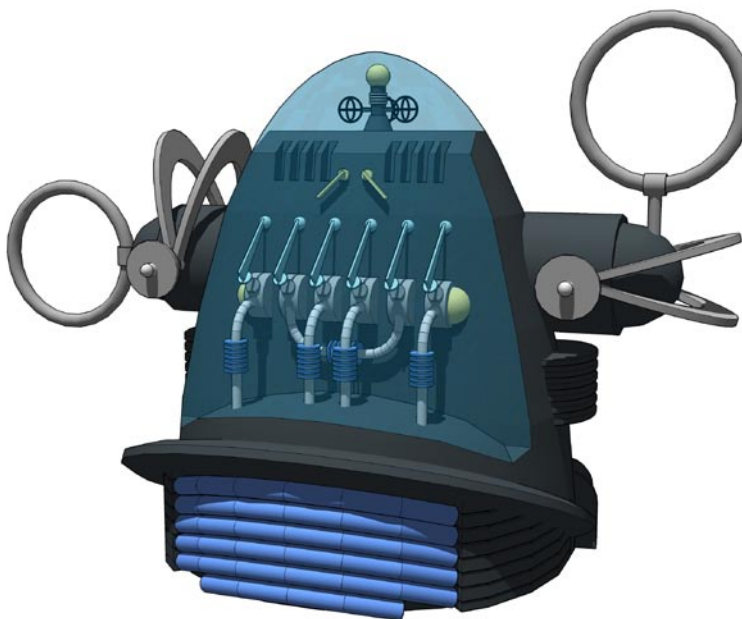
This image was used for the Up view.
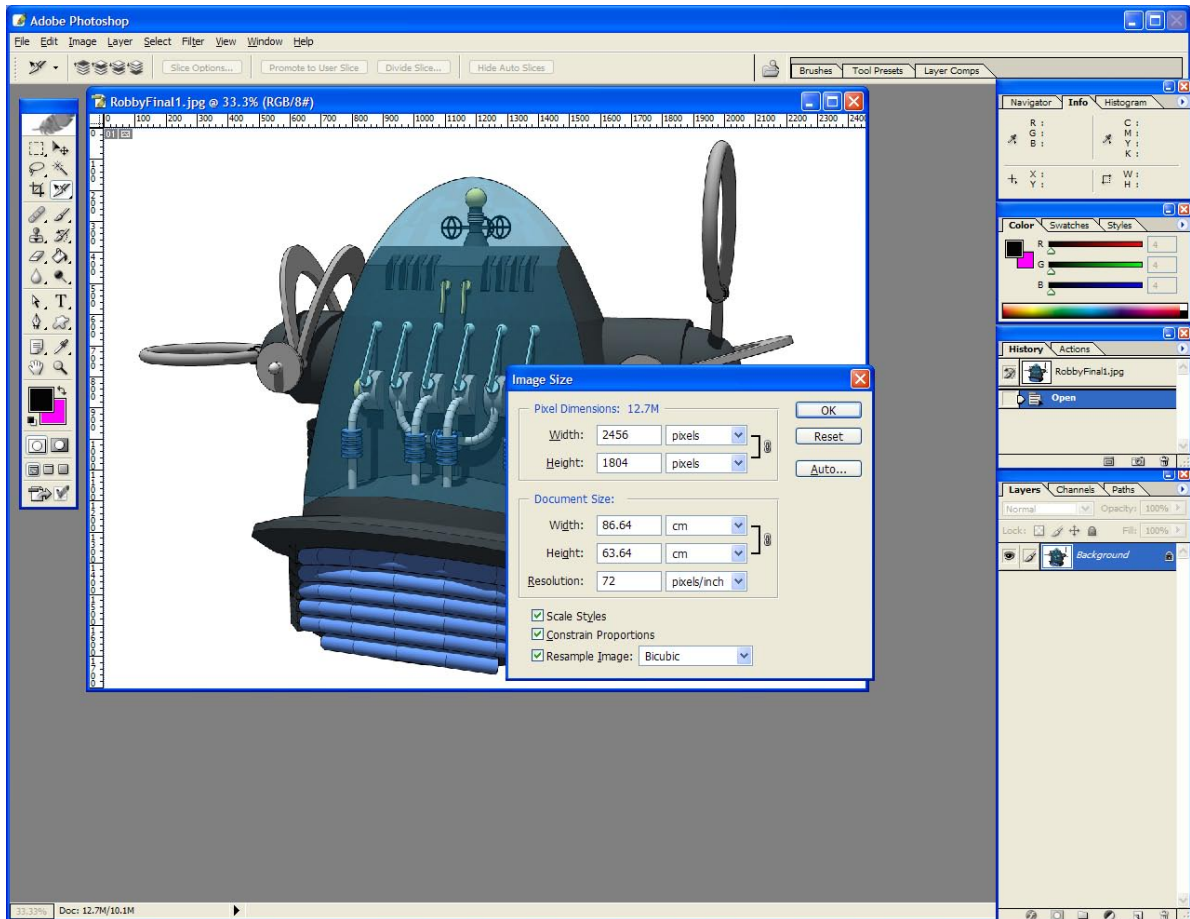
The images I created in the 3D program are way to large as they are. As you can see the width is 2456 and the height is 1804 pixels. I learnt from my first attempt you should work on a image of about 600 x 600 no large otherwise it will take up to much of the desktop.

Once you have the correct size and you need to work out which option of the BSPlayer you will use. The first skin I created I used Illustrator to create the icons for the option. This is OK but I have since found that the custom shape tool is Photoshop is better and easier. It is better because you are work with vector images and they are editiable by the layer styles.
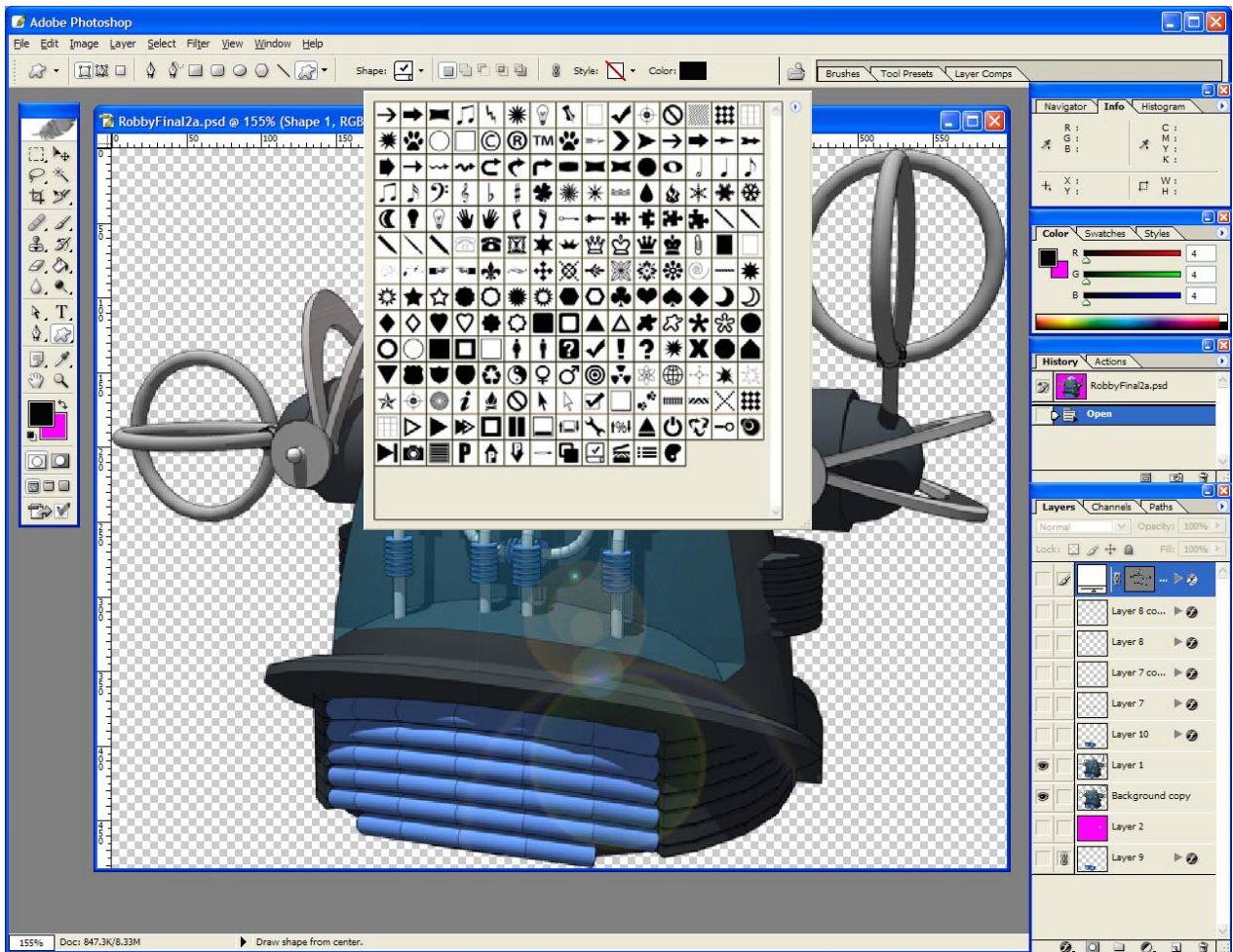
As you can see Photoshop comes with a variety of custom shape but if you want you can create your own.

Place the icons where you like and to soften them bring the Opacity down.
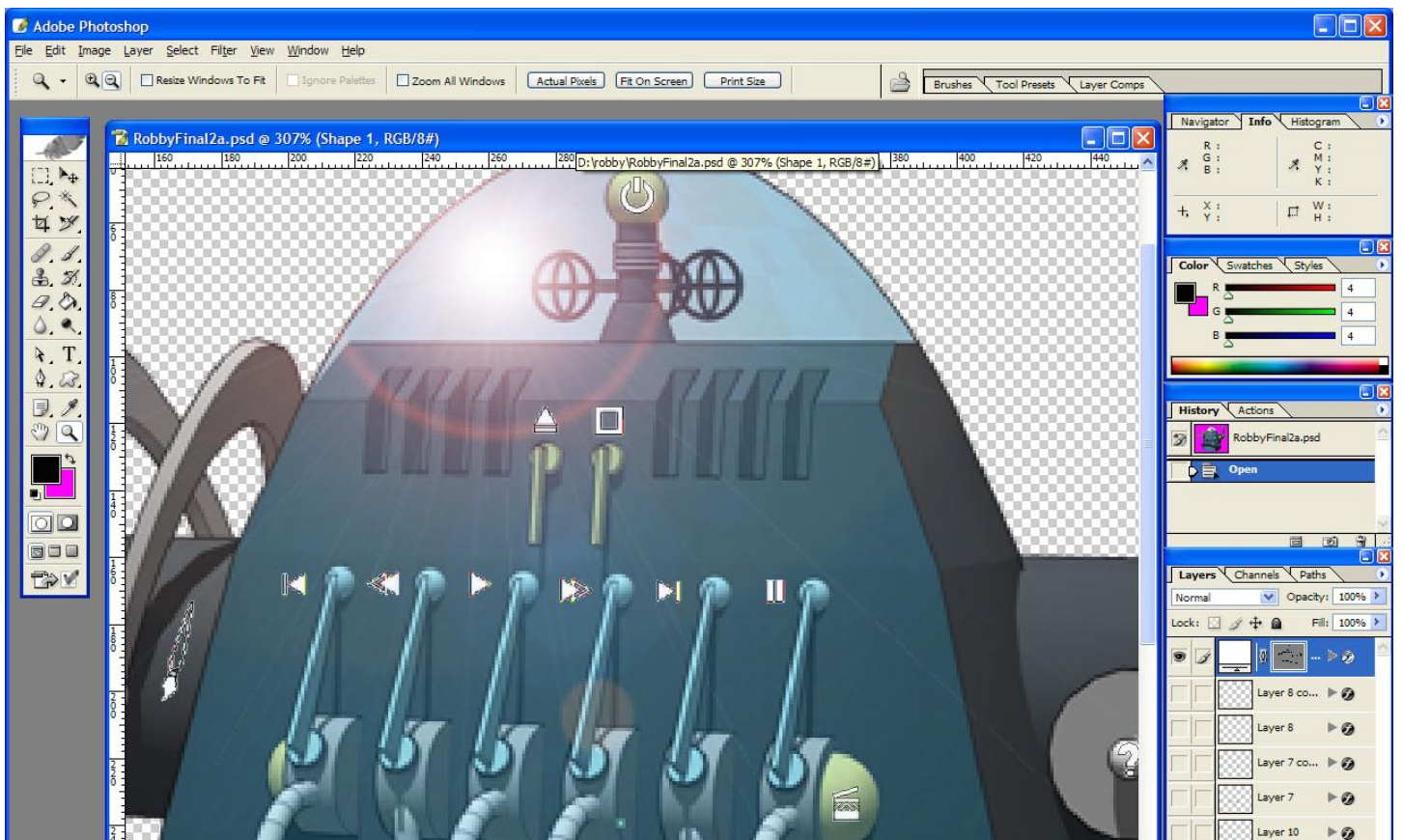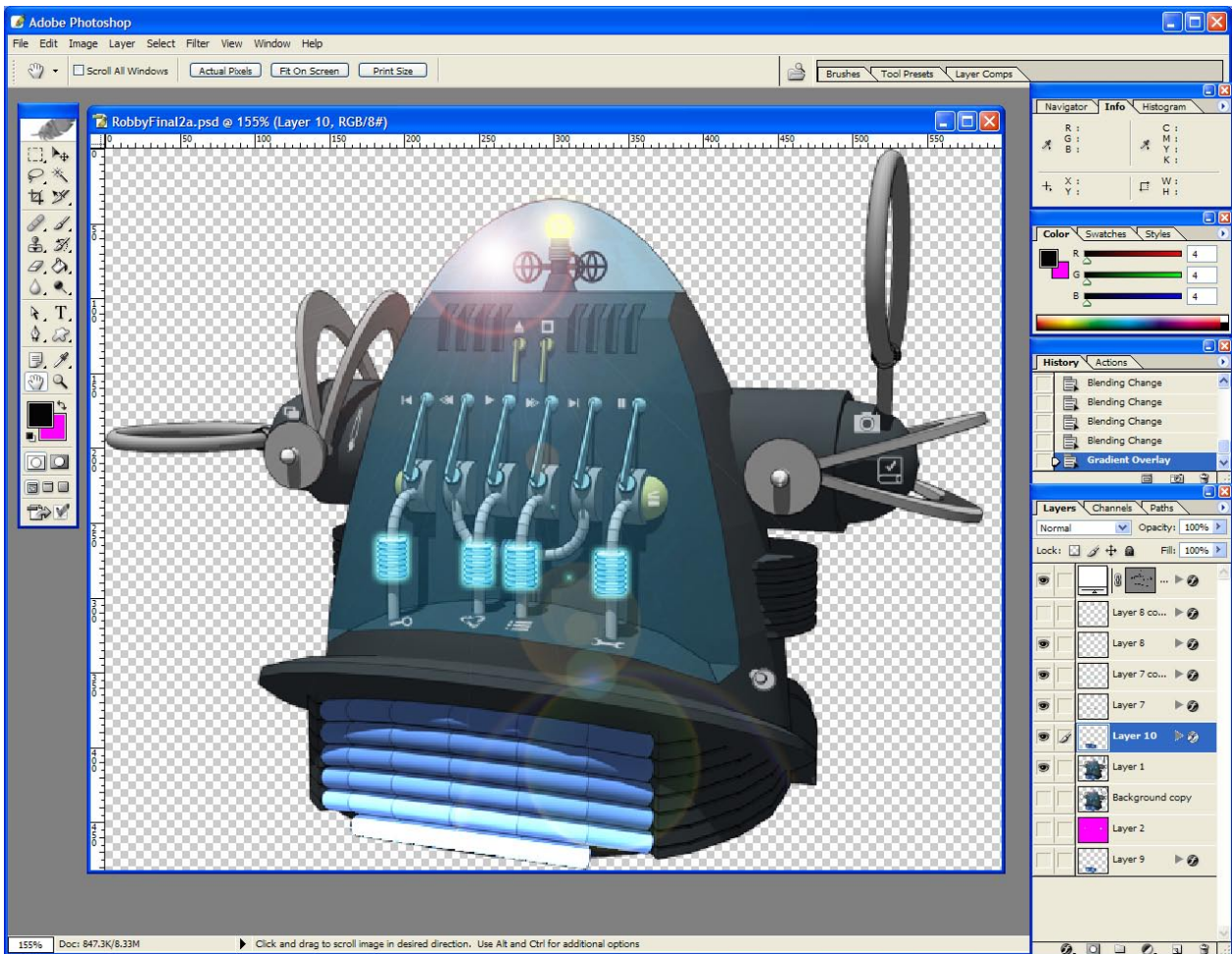
Although I had the some of the switches in Robby's moving I decided to some part glowing. To do this I copied the areas I wanted to glow and using the layer styles created glowing parts.

In the image below I have enable the background (transparent colour) to see the bits easier.
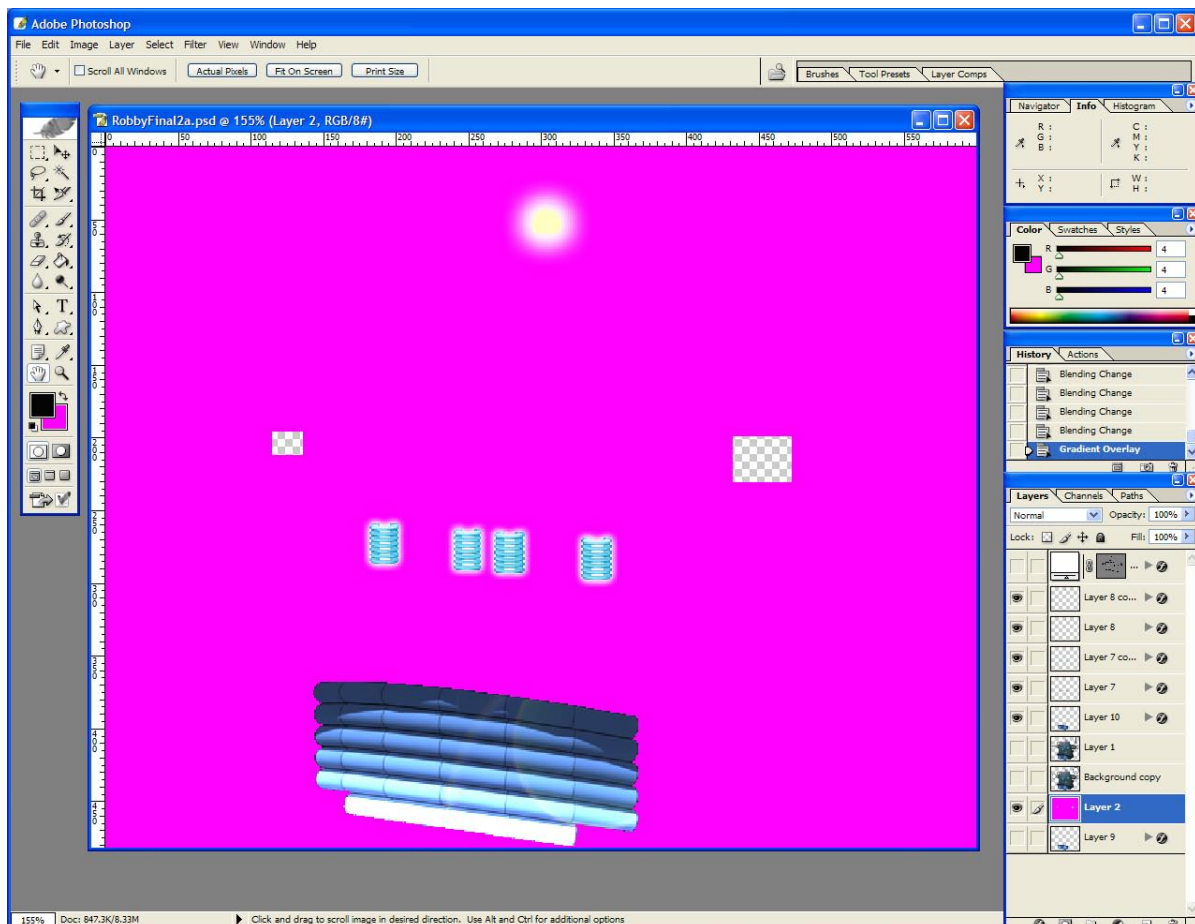
Now the fun begins, we create our buttons. This is the simplest method and you will see why. Using the slice tool cut out all your buttons. To make sure I did not cut off parts I needed I set the Opacity on the top layer to 50%. Once you have cut all the bit you need switch to Image Ready.
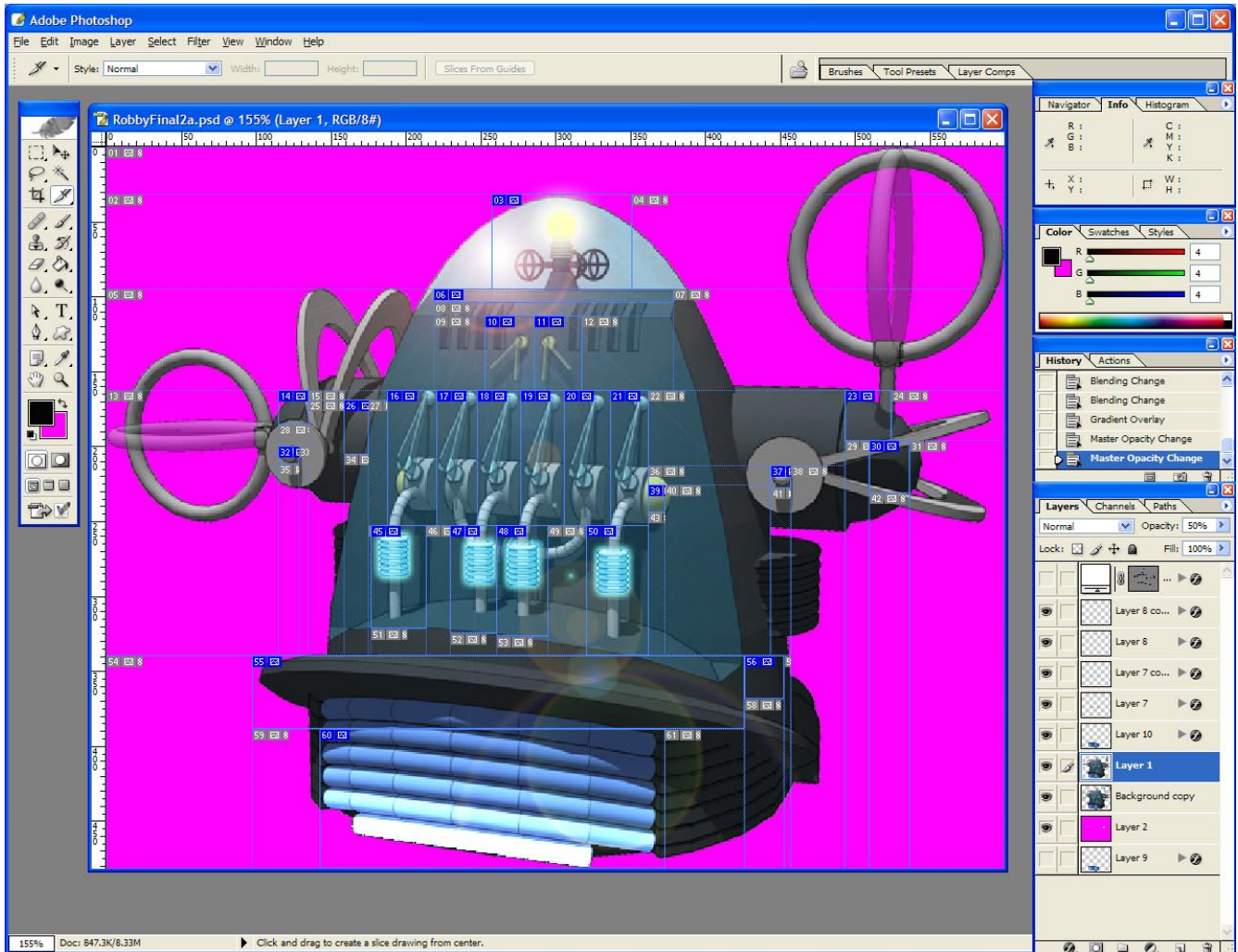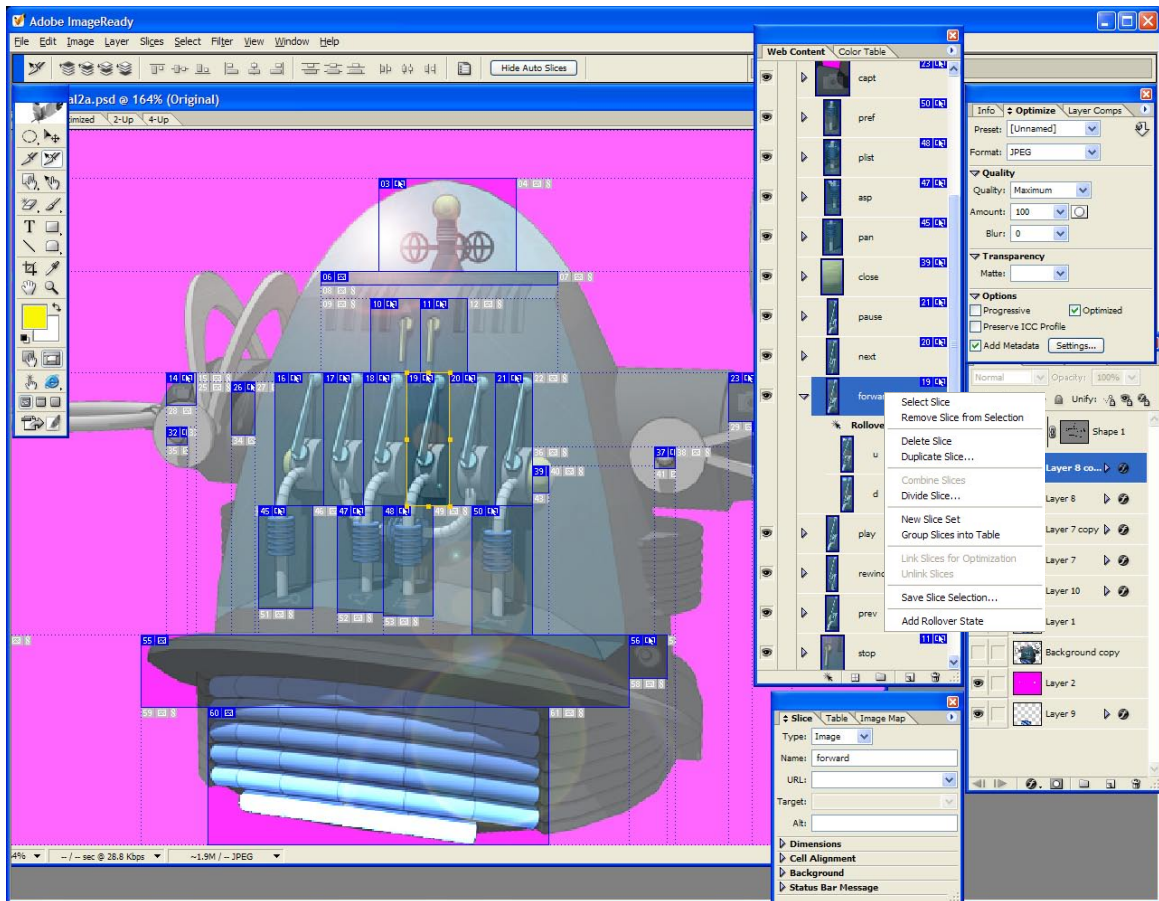
Select the Slice Select Tool and right click on one of the buttons. Select the Add Roll over State, then do it once again so that you have a Over and Down added. Select he Over layer state and active the layer and layer styles that you want to show when you put the mouse over the button.
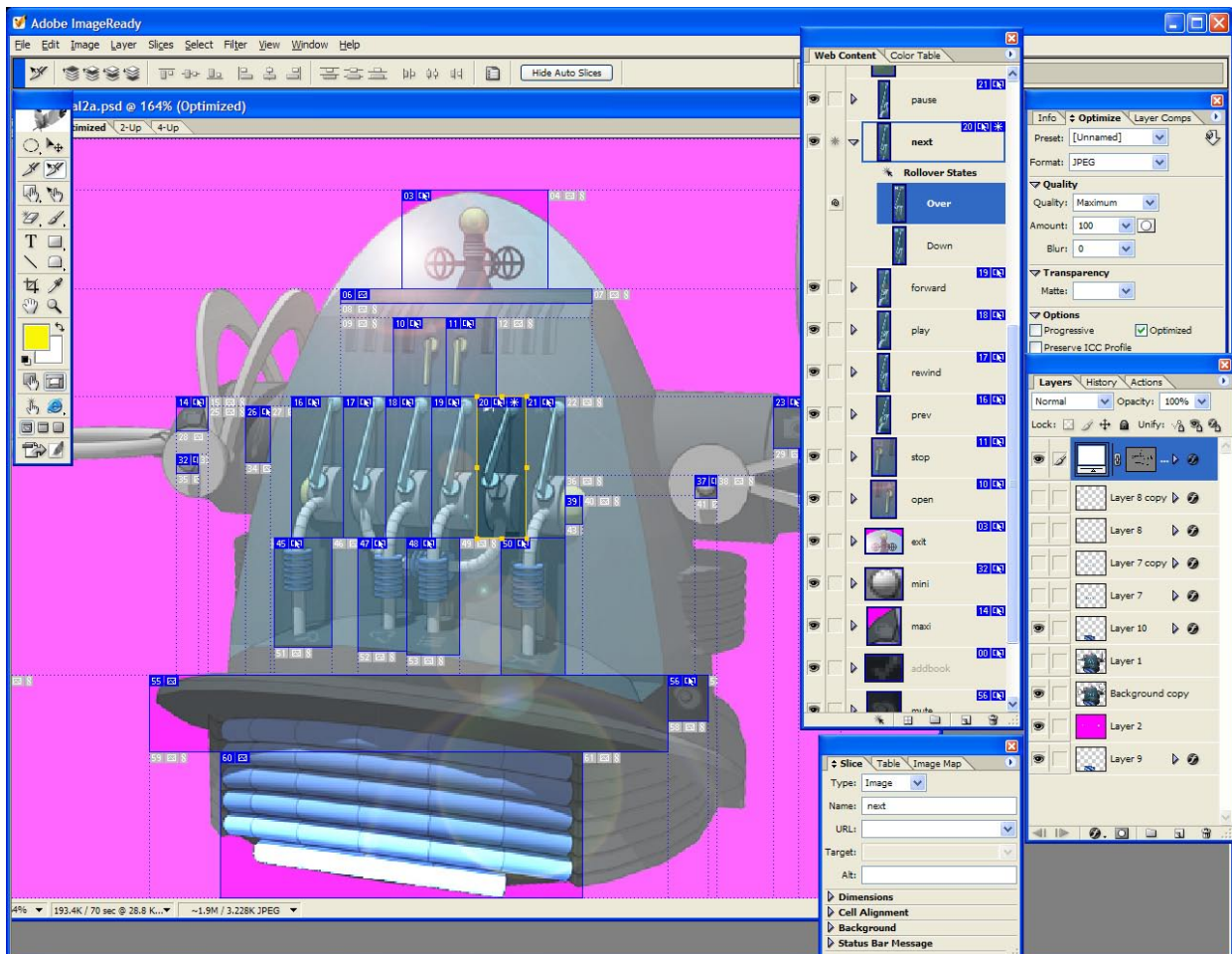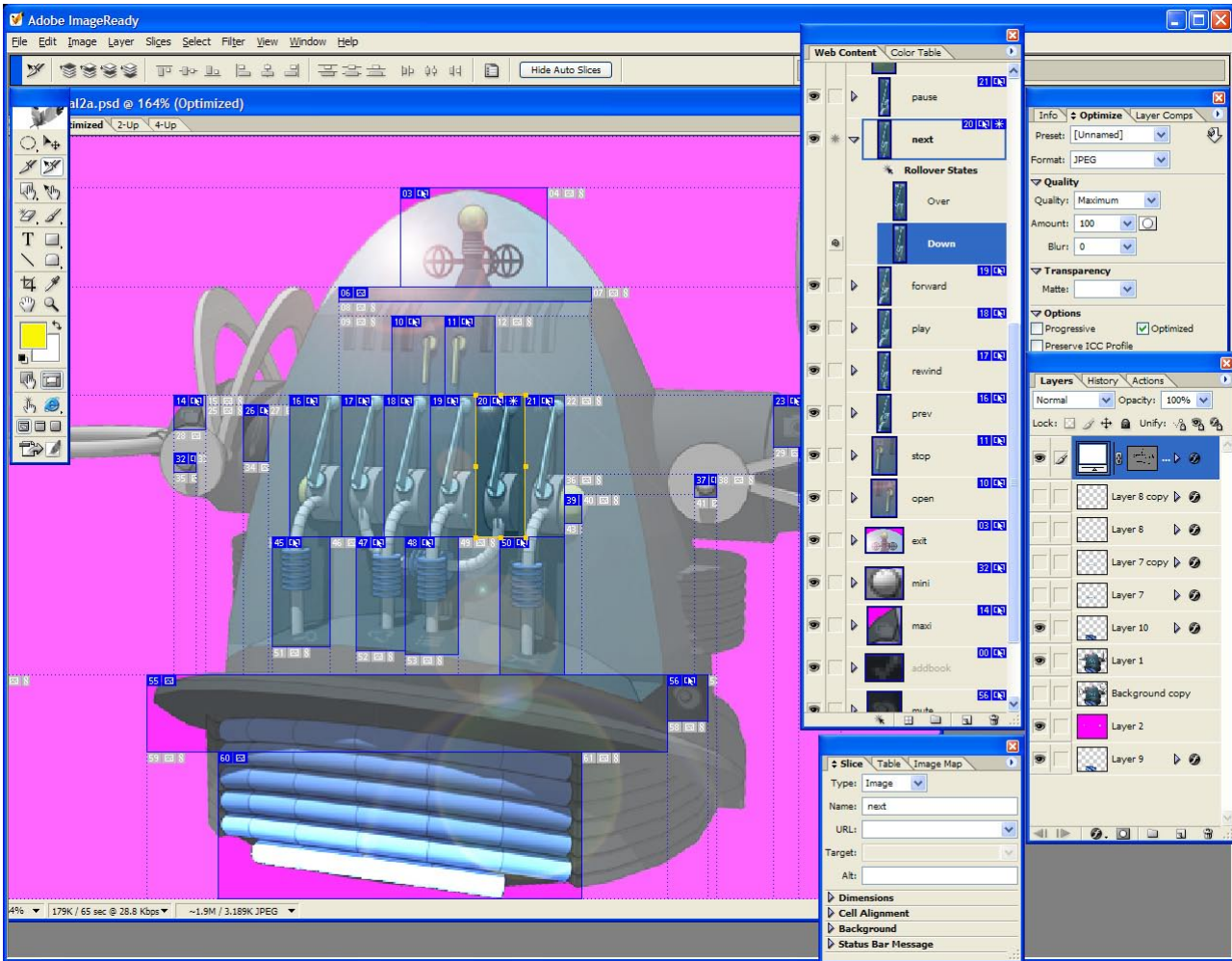
Now select the Down layer roll over state and active the layer and layer styles you want to show when you click on the button. Now to save you time once you can copy the layer style and paste it on the next button. Note you will still have to active the layers with the correct image.
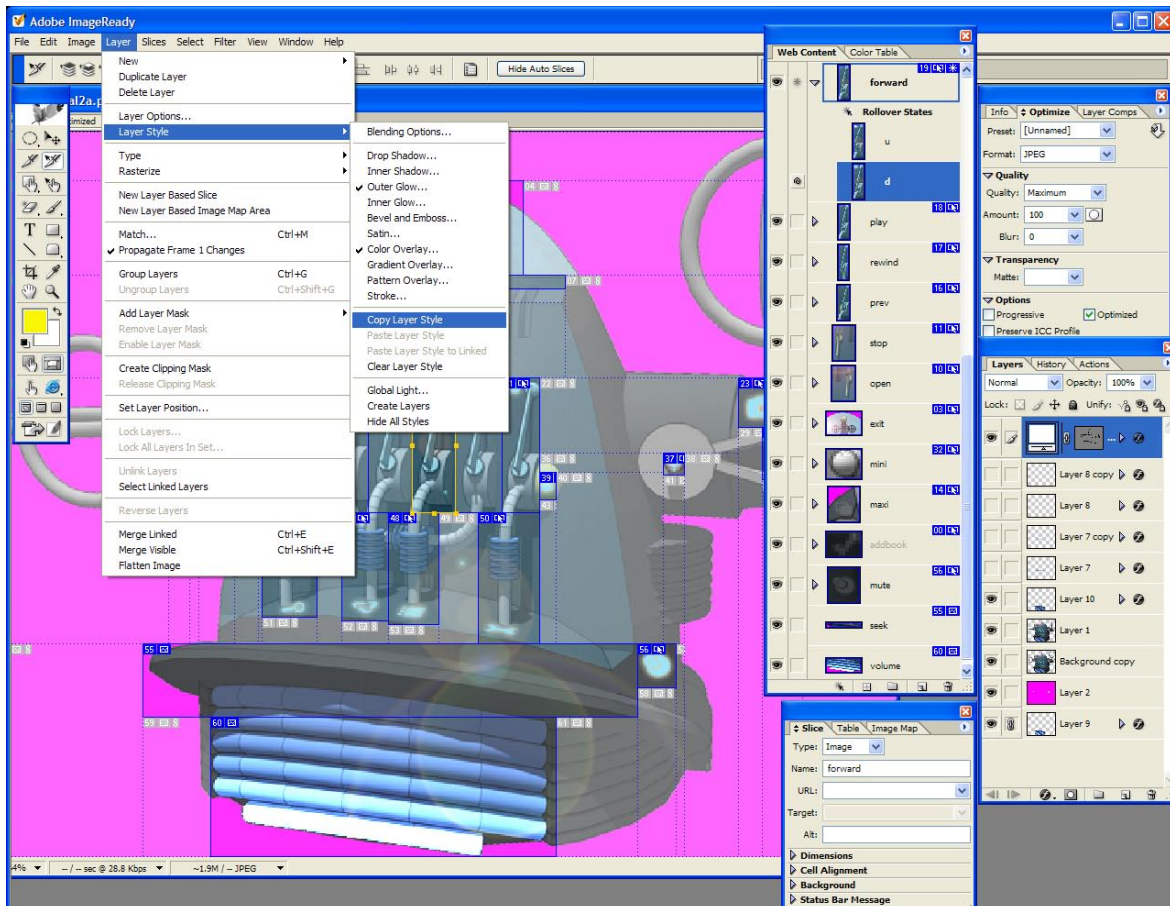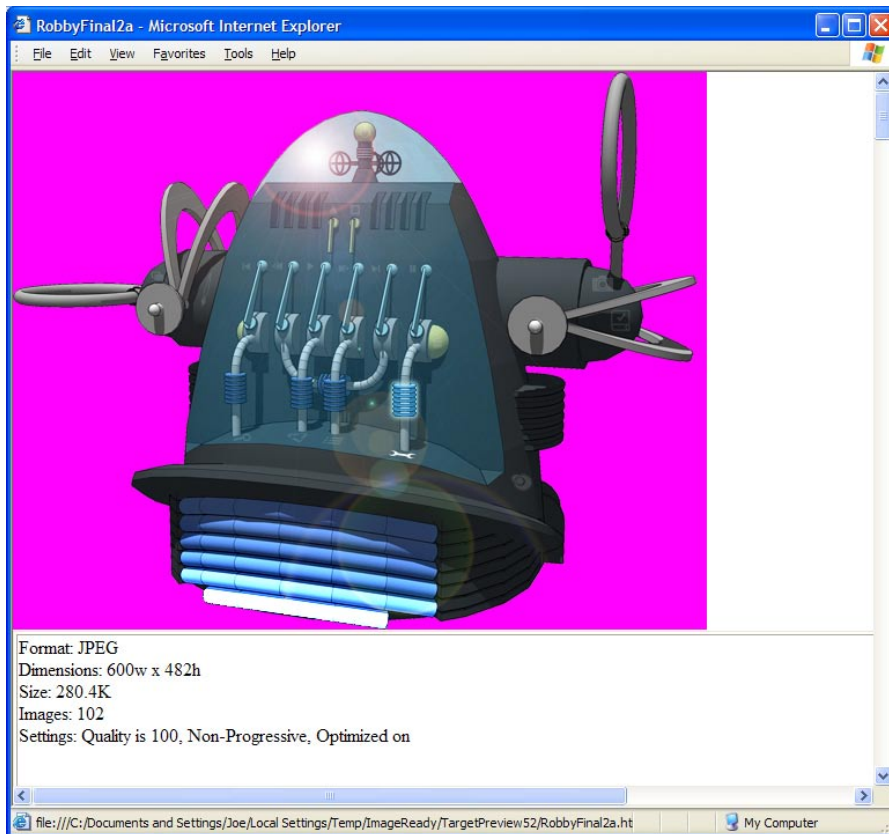
Now the best thing about using Image Ready is that you are able to preview your work in internet explorer. You can test you buttons and mark sure they look the way you want them. Once you have run your cursor over all the buttons and satisfied that it's all work you are ready to rename the roll over. To do this double click on each on and rename them. Change the main image (normal mode) to the name of the button in this case next. Change the Over to u and the Down to d.
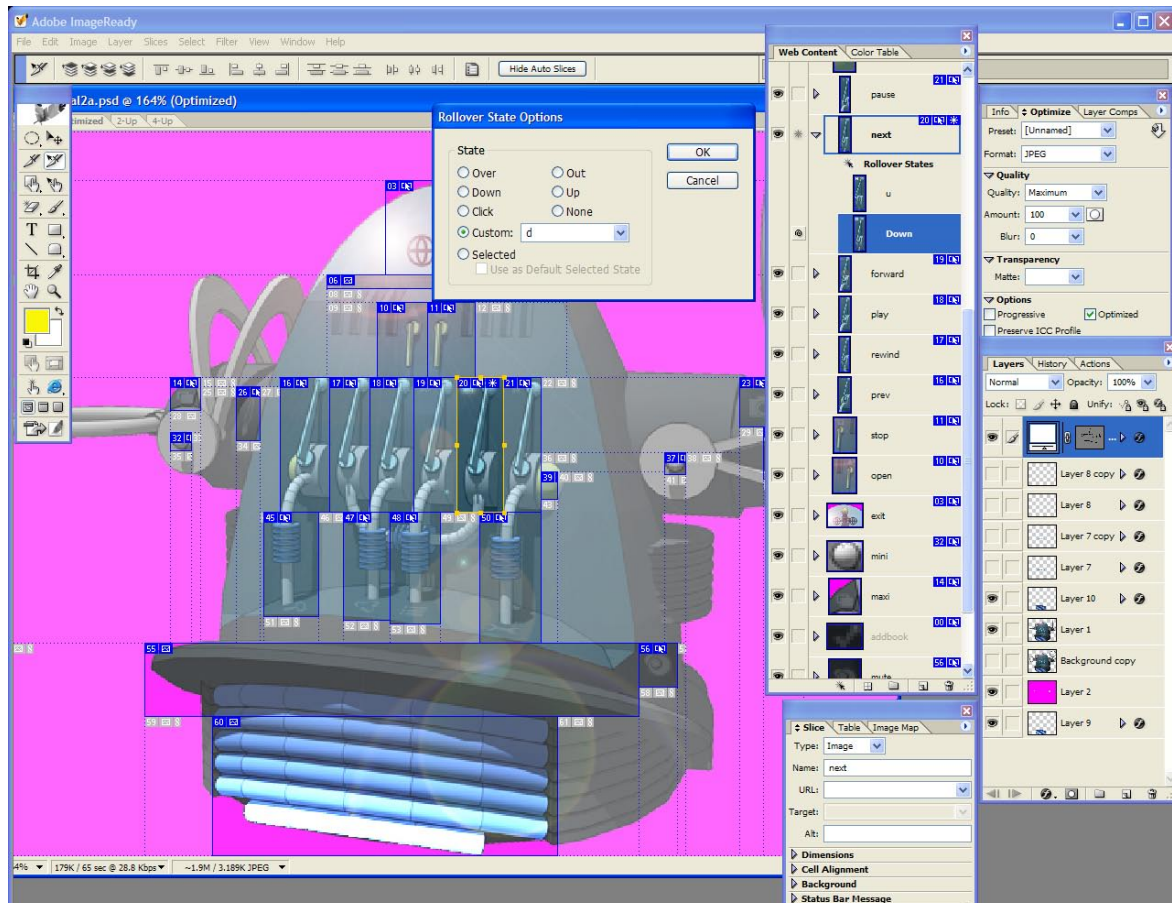
Once all the buttons have been renamed you are ready to export the images. Using the Slice Select Tool and holding down the shift key select all the button you need. To export the images go to File then down to Save Optimized As..
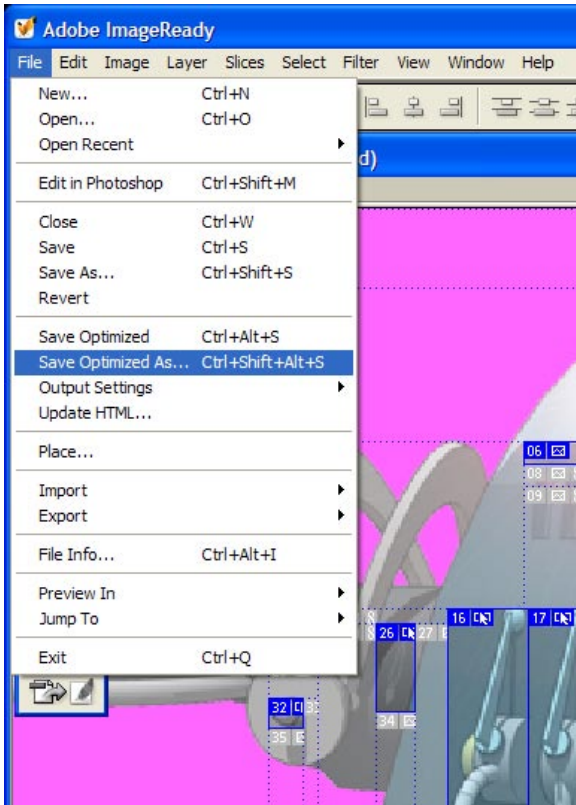
In the Save Optimised As menu select;

Save as type: Images Only (*.jpg)
Setting: Other
Slices: Selected Slices
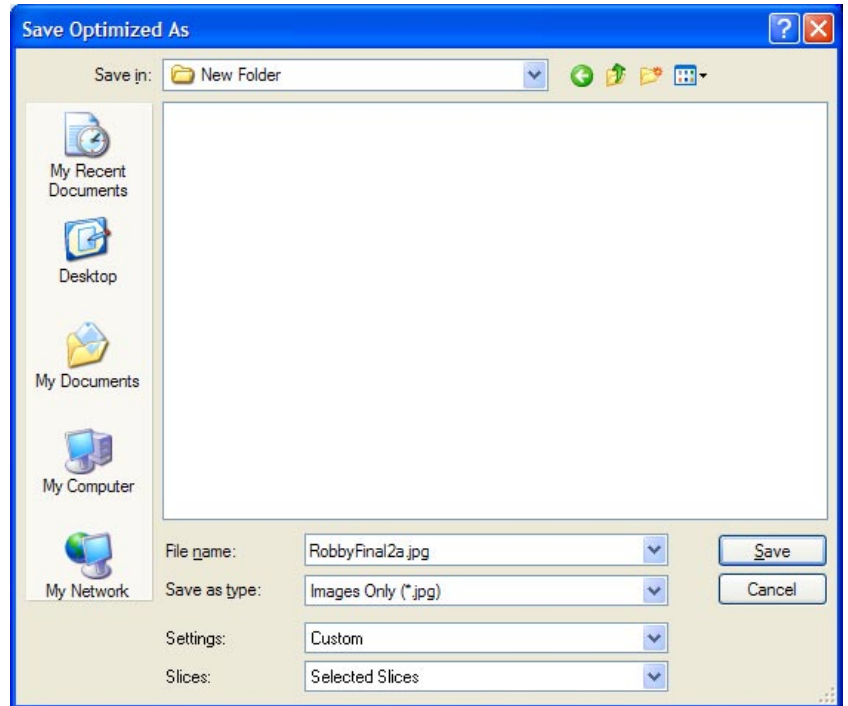
When you select Other in the settings you will get the following window:

Under the File Naming are change it to only export the slice name and roll over state.
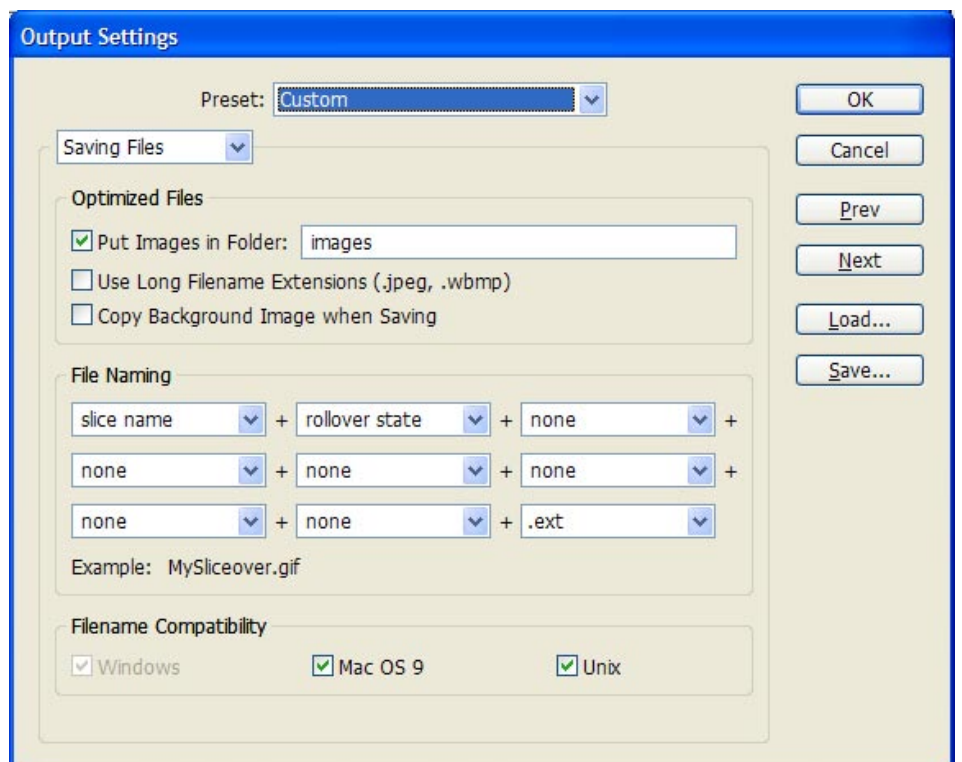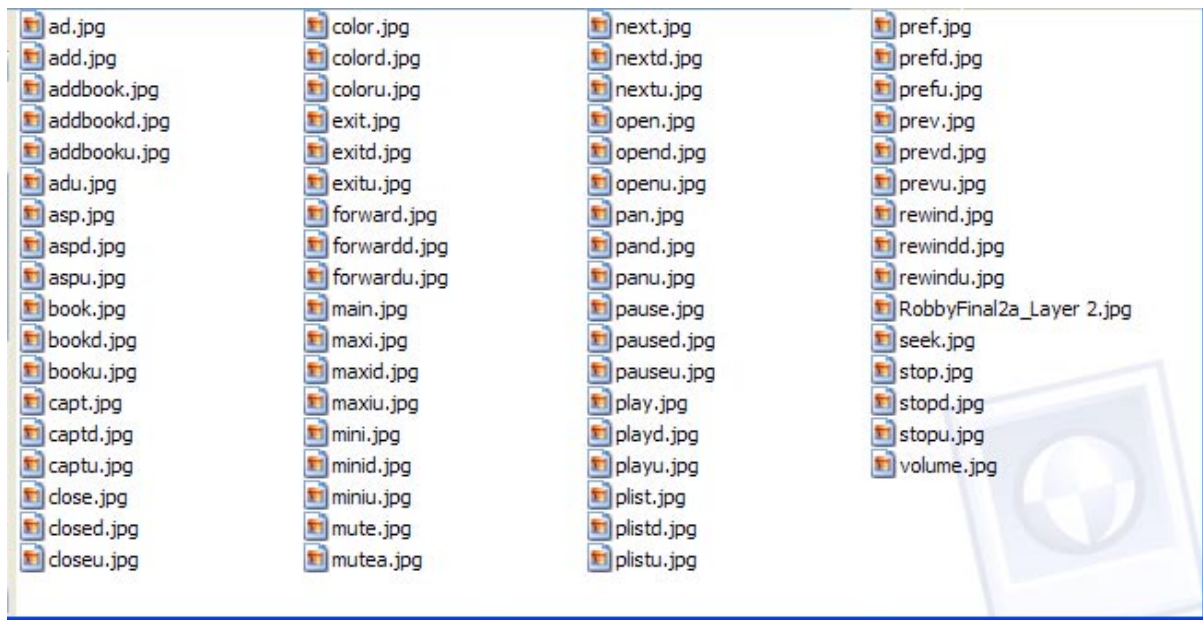
Image Ready will export all the buttons and the only thing you will need to do it change the main buttons like next.jpg to nextn.jpg. Once you have added the n to all the main buttons you will need to convert the jpg's to bmp's. This can be done as a batch conversion in Photoshop.

The export the background image merge the background colour (Pink) with image used a normal mode then go to File and Export, Layers as Files
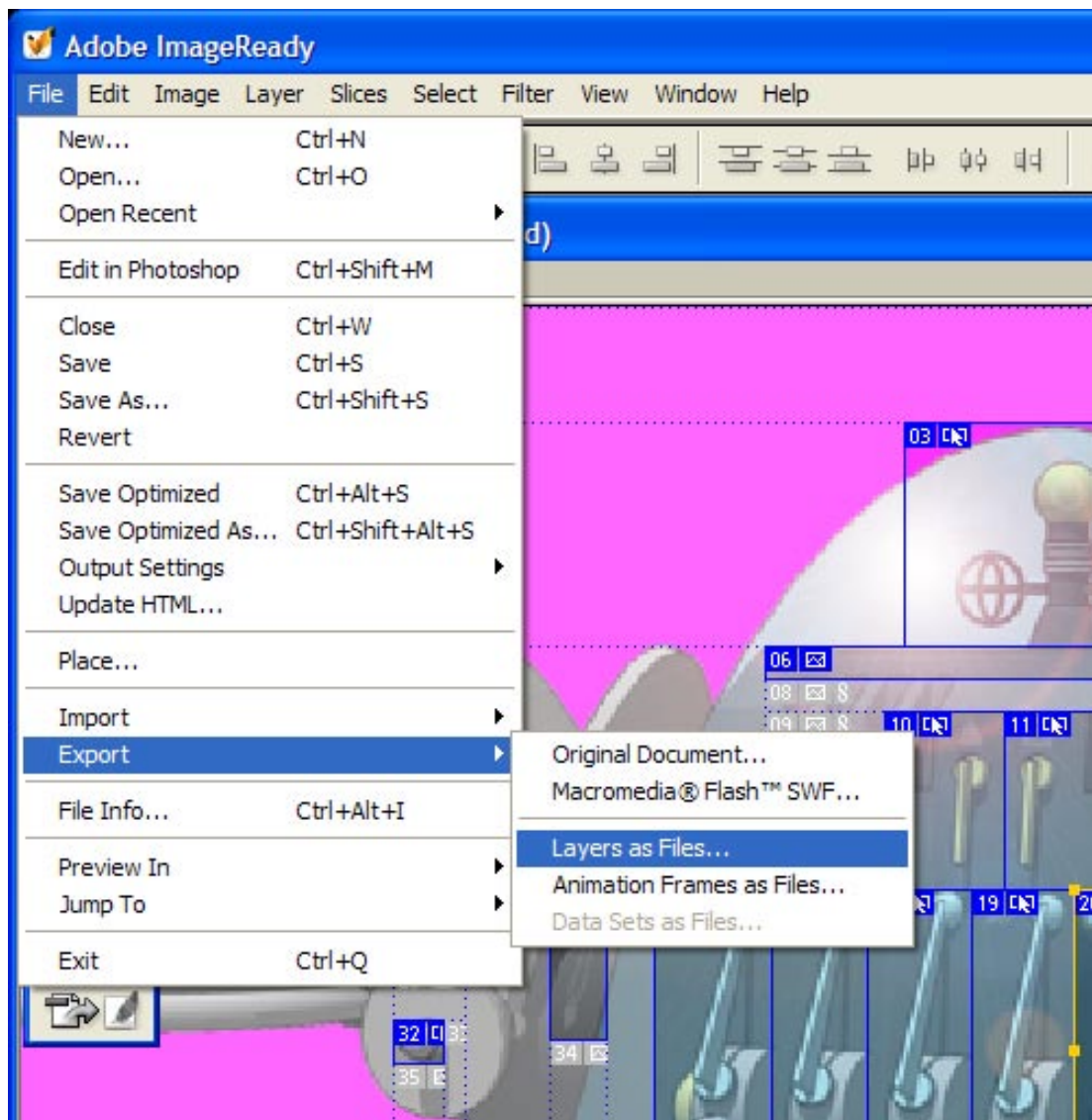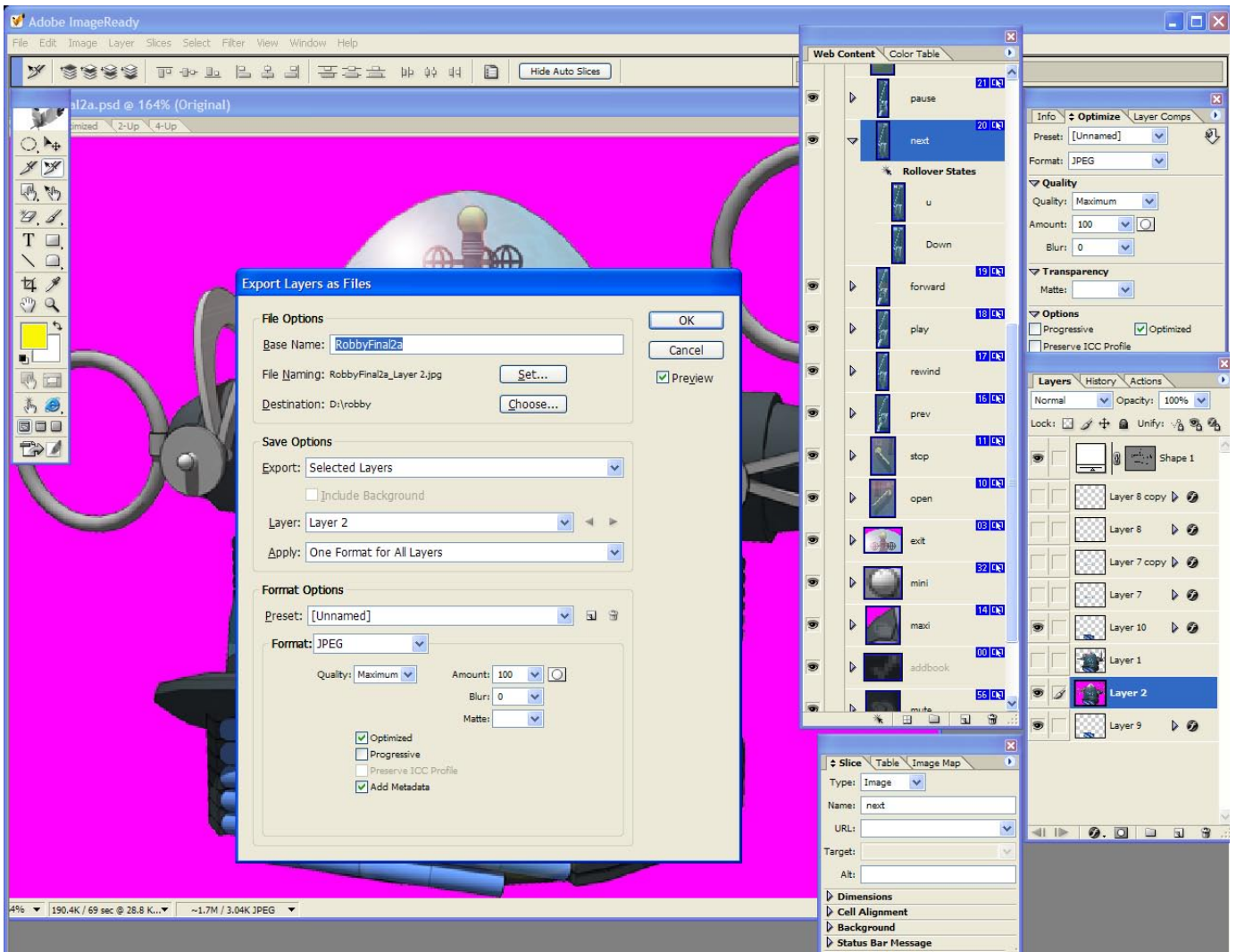
Change the name to main and set it to the folder with all the other files.
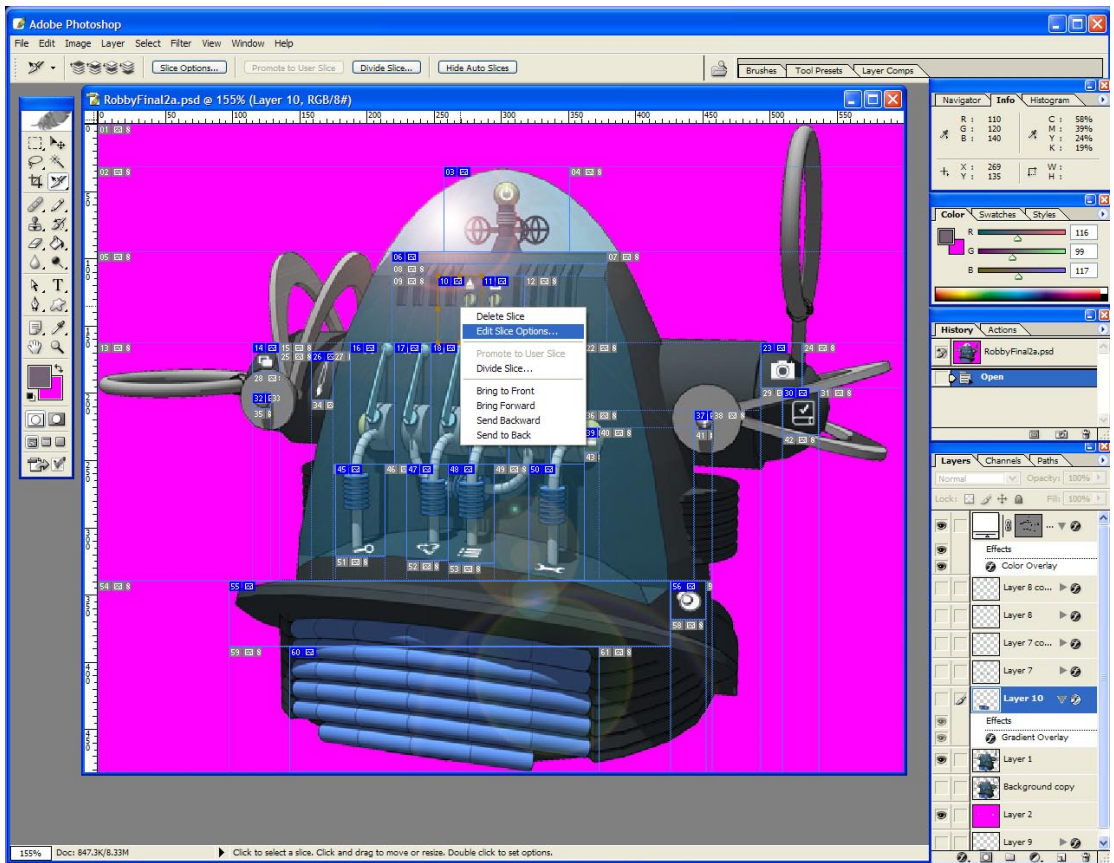
Once you have all your images you can change back to PhotoShop to obtain the X,Y coordinates for the skin. ini file. Select he Slice Select Tool and right click on one of the slice you have created and select Edit Slice Options.

A window with the X and Y coordinates will appear. It will also give you the with and height of the slice (button).
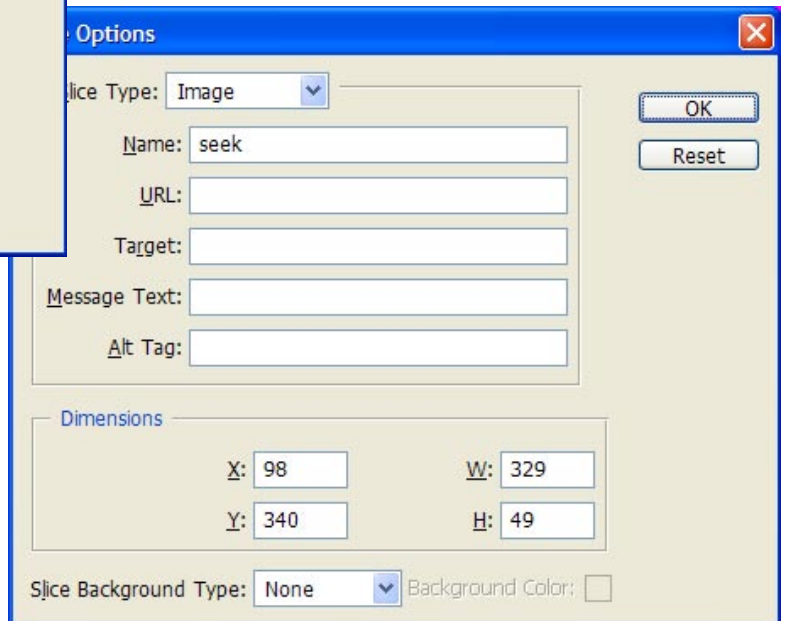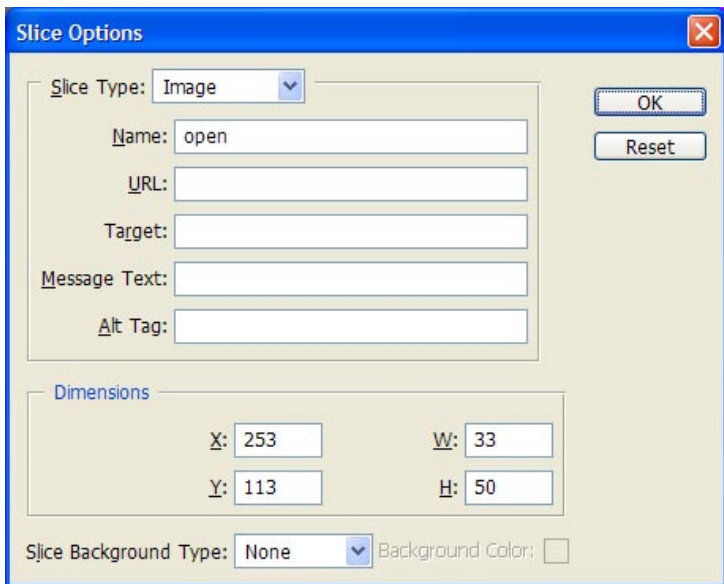
As you can see from the slice option you can key the X,Y coordinate into the ini file as show below.

[Buttons]
Number=22
;Ext=.bmp
Btn1=mini,115,200,0,59;$lang.Strings.1000
Btn2=mute,427,340,0,35;$lang.Actions.36
Btn3=exit,258,32,0,77;$lang.Menu.82
Btn4=ab,444,213,0,70;$lang.Menu.83
Btn5=pref,321,253,0,7;$lang.Menu.69
Btn6=capt,494,163,1,8;$lang.Actions.10
Btn7=close,362,226,0,78;$lang.Menu.7
Btn8=stop,286,113,13,0,22;$lang.Menu.12
Btn9=open,253,113,0,63;$lang.Menu.1
Btn10=forward,277,163,0,105;$lang.Menu.88
Btn11=play,248,163,0,20;$lang.Menu.10
Btn12=rewind,221,163,0,106;$lang.Menu.89
Btn13=pause,337,163,0,21;$lang.Menu.11
Btn14=next,306,163,0,28;$lang.Menu.13

[TrackBar]
PosSize=98,340,329,49
Kind=HB
Bitmap=seek.bmp

Once you have enterd all you coordinates and codes for the menus all you need to do is zip all the files and then rename the zip extention to bsz.

A little help with trouble shooting :

Simple mistakes can occur if you rush and do not check what you have keyed in. Below I have give an example of what can happen if you incorrectly key in information.

[Buttons]
Number=22
;Ext=.bmp
Btn1=mini,115,200,0,59;$lang.Strings.1000
Btn2=mut,427,340,0,35;$lang.Actions.36
Btn3=exit,258,32,,0,77;$lang.Menu.82
Btn4=ab,444,213,0,21;$lang.Menu.83

The first mistake here is that the mute is miss spelt as mut. The file should be mute not mut. This result can also occur if you have spelt the file correctly in the ini file but have not added the 'n' to the bitmap file in your folder. So if this occurs it will one of the 2 issues. The second issue is the exit button will not work this is because the line in the ini file has 2 commas. The third issue is the about button although you can click on it and it tells you it is the about button all it will do is pause. This is because the code number in the line (21) is for pause not about. The correct number for about is 70.

So when you being your skin make sure you take the time to review your file. If keep getting error ask some-one else to look at your file. A fresh pair of eyes may see the error that you do not. You can also jump onto the forum at:

http://forum.bsplayer.org/index.php

I hope this doc has been of help to you.

Here are some of the other skins I have created so far.

CarRadio

StarTrek

Graphite

SwitchesV1.01

Smith&Wesson

TubeRadioV2a

TubeRadioV3.0