# BSP SkinMaker v1.06 Guide

## The art of making skins



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# Version History (BSP SkinMaker)

1.06     21-08-2005
+ Support for "About" conversion from Old skins
+ Ability to set the BackGround color of Any Shape Skins
* Improved Old skins conversion
* Some other code improvements
- Update color issue for Transparent Bars
- Error if StatTxt not used in Old Skin [FullScreen]

1.05     12-07-2005
+ Support for Old Skins
+ MaxWidth for all Display Texts
+ 2x ZoomFactor for the Skin window
+ ToolTip with Action information for buttons
* Improved the Max Width routines
* Improved some "Error control" routines
* Updated (and corrected) the user guide
- Now it should correctly resize the Skin window's height (also with XPstyle Themes)

1.04     07-06-2005
- Fixed selection Font1/2 in Main section

1.03     06-06-2005
+ Load skins by command line
+ Drag & Drop files to load skins
+ Program languages list sorted by name
* Fixed/Improved Choose Multilanguage Description routine
- Status texts border re-resizeable
- It was possible to select alignment if display wasn't used
- Fixed stupid bug with FullScreen v1 skins
- Added check if Display is not used

1.02     19-05-2005
+ Menu icons
+ Right-click menu for buttons
+ License (free)
+ Open BSZ Skins
+ Create BSZ from the current skin
+ Test Skin (requires BSplayer)
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+ Width &(or) Height values for Bars can't be modified if the bar is an Image
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* Modified the GUI a little bit
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* Modified Nokya 8310 Skin (Now Mute feedbacks with Volume)
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- Overflow when inserting numbers greater than 9 digits
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1.01     12-10-2004
+ Program Guide
+ Multilanguage buttons text
+ Auto assign Multilanguage Buttons Text
- Removed "Tip of the day" window
- Fixed bug while loading Foreground Color for Display texts
- Fixed other stupid bugs

1.00     04-10-2004
- First Public Release

## What's New

**Support for "About" conversion from Old skins** – BSP SkinMaker is now able to convert the "About" region present in Old skins to a button with action "About", neither Bsplayer is able to do this, so I suggest you to convert Old skins with this editor ;-).

**Ability to set the BackGround color of Any Shape Skins** – Instead of the default Workspace color, you can choose your favorite BackColor for Any Shape Skins simply by double-clicking the area behind the Skin (where the skin is transparent).

## Known Issues

- The skin is supposed to be modified even if the user only selects a button. This is because the MODIFIED flag is set when a control text, and not the correspondent variable, changes. This will NOT be fixed.

## Requirements

This program was tested on Windows98/ME/XP and seems to work on each of these platforms. It uses very little memory from your system. The only additional memory it takes is for loaded images, so if you plan to modify/create skins with tons of pictures, first check to have enough free virtual memory to open image files.

Also you need Adobe Acrobat Reader (http://www.adobe.com/) in order to read this guide, the .dll file "MSVBVM60.DLL" (http://www.dll-files.com/dllindex/dll-files.shtml?msvbvm60) to run the program (this file should come with the Windows installation. If you don't have this file make an Internet search for it. This file size is ~1.32MB).

You need BSplayer media player (http://www.bsplayer.org/) to use and test your skins.

Latest version of BSP SkinMaker (http://forum.bsplayer.org/viewtopic.php?p=17200).

## Installation

Simply unzip "BSP SkinMaker 1.06.zip" and the trick is done.

# Introduction

Now that BSP SkinMaker has been installed you have three choices:

1. Create a New Skin
2. Create a New Full Screen Skin
3. Open a previously created Skin

# Create a New Skin

Before starting BSP SkinMaker you have to paint all needed pictures for your skin.

### Main Image
Every Skin needs a MAIN IMAGE, which is the background of your skin.

**Note:** BSplayer lets you create skins with any shape borders, this means you can give your skin almost all conceivable silhouette. In order to use this feature all transparent sectors must have the same color as the first top-left pixel of your image.

After painting the main image save it as Main.bmp (you can give it the name you want, but if you assign name with a sort of criteria it will be helpful later).

### Buttons Images
Now that you have created the background you have to create the foreground, in other words you have to paint the Buttons images.

As for the main image, buttons can be normal (rectangular) or any shape, plus they can also be transparent. This means that if a button is transparent it will appear as an any shape button, but if you click on the transparent portion of the button, BSplayer will acts as you had clicked on it.

Every button can assume three different conditions:
1. Normal
2. Mouse Over
3. Mouse Down

As the name says *Normal* means that the button is in normal state (this is the default state and the one shown when BSplayer starts).
*Mouse Over* means that the mouse cursor is over the button.
*Mouse Down* means that the button has been clicked with the mouse left-button and not yet released.

You have to paint a picture for each one of these conditions for each button.

Unlike main image files, button files can't be saved with any name, they must be subject to the following rule:

NAME[suffix]{.extension}        ->            i.e.: PlayN.bmp

where *NAME* is the name assigned to the button; *suffix* is required and can be **N** (Normal), **D** (Mouse Down), **U** (Mouse Over); *extension* is optional.

**Tip:** There is a special suffix **A**, which is usually used instead of D for the Mute Button. When BSplayer detects that suffix and you click on the corresponding button, the image with the A suffix remains displayed until you re-click on it.

### Bars Images
One more thing and you'll be ready to start BSP SkinMaker and that "thing" is BARS.

In BSplayer there are two kind of bars: SeekingBar and VolumeBar.

Seeking Bar represents the time elapsed from the beginning of the movie.
Volume Bar represents the current volume level.

You can choose between three types of bars:
1. Normal
2. Customized Image
3. Customized Button

If you want to use *Normal* bars then you've finished and can go to the **Using BSP SkinMaker** section, else you first have to paint a seeking bar and/or a volume bar.

Note: If you choose to use *Customized Button* bars the rule to follow is the same as the one for the shaped buttons (first top-left corner pixel color will be the transparent color and name must have the mentioned suffix).


## Create a New Full Screen Skin

Full Screen Skins have to be made in the same manner as Normal Skins, this means that you have to create a main image, all the button images you need and bars.
When you save Full Screen images it is better to save them with the "fs" prefix.

Note: Transparent Buttons are not supported in full screen mode, so keep that in mind.


## Open a previously created Skin

If you have just created your skin and plan to modify/finish it (or one created from someone else) follow the instructions in **Open…** section under **Using BSP SkinMaker** section.
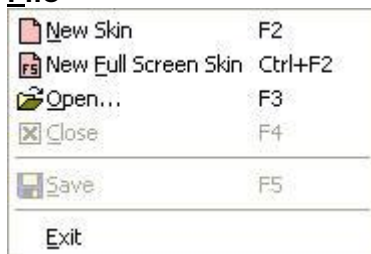

## Using BSP SkinMaker
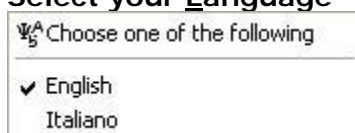
Now it's time to start BSP SkinMaker.

Note: All the following examples are based on the "Base skin" made by TinaZ, which skin comes with the BSplayer installation.

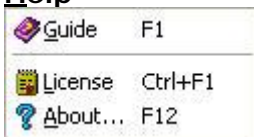Once you start BSP SkinMaker you'll notice three menus:

**File**

| | |
|---|---|
| New Skin | F2 |
| New Full Screen Skin | Ctrl+F2 |
| Open… | F3 |
| Close | F4 |
| Save | F5 |
| Exit | |

**Select your Language**

| |
|---|
| Choose one of the following |
| ✔ English |
| Italiano |

With this menu you can select the language of BSP SkinMaker. You can create your own translation, check the Lang folder to know how.

**Help**

The "Help -> Guide" menu will show you this guide, the "Help -> License" will show the legal disclaimers, whereas "Help -> About" will show you information regarding BSP SkinMaker and his author.

## Using BSP SkinMaker - File menu
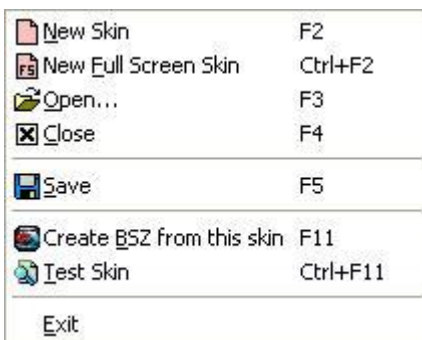
As you can easily imagine *Exit* will close the program, *Save* will save your skin's information and *Close* will close the skin window.

**Note:** Close, Save, Create BSZ from this skin and Test skin items will be available once the skin window becomes visible.

**Open...**
Let's begin with the Open menu item; the easiest way to understand this application is to edit a skin.

**Tip:** You can open skins simply by dragging them into BSP SkinMaker, or on its Program Icon (skins can also be opened by command-line).

When you click on the Open menu item you'll be prompted to select the skin file to be open. Skin files should be one of the following: *.bsz, Skin.ini, Skinv1.ini, Skinfs.ini or Skinfsv1.ini.
- *.bsz represents all the BSZ skins which are zipped versions of BSplayer skins.
- Skin.ini and Skinv1.ini are for *Normal* skins and the suffix "v1" stands for Version1 skins and it's created by BSplayer for those skins that were made for pre v1.00 versions of BSplayer.
- Skinfs.ini and Skinfsv1.ini are for *Full Screen* skins.

BSP SkinMaker is able to recognize which skin type you have selected (Normal or Full Screen) by the selected file name.

## Open… - Normal Skin
If you select a normal skin something like this will appear:
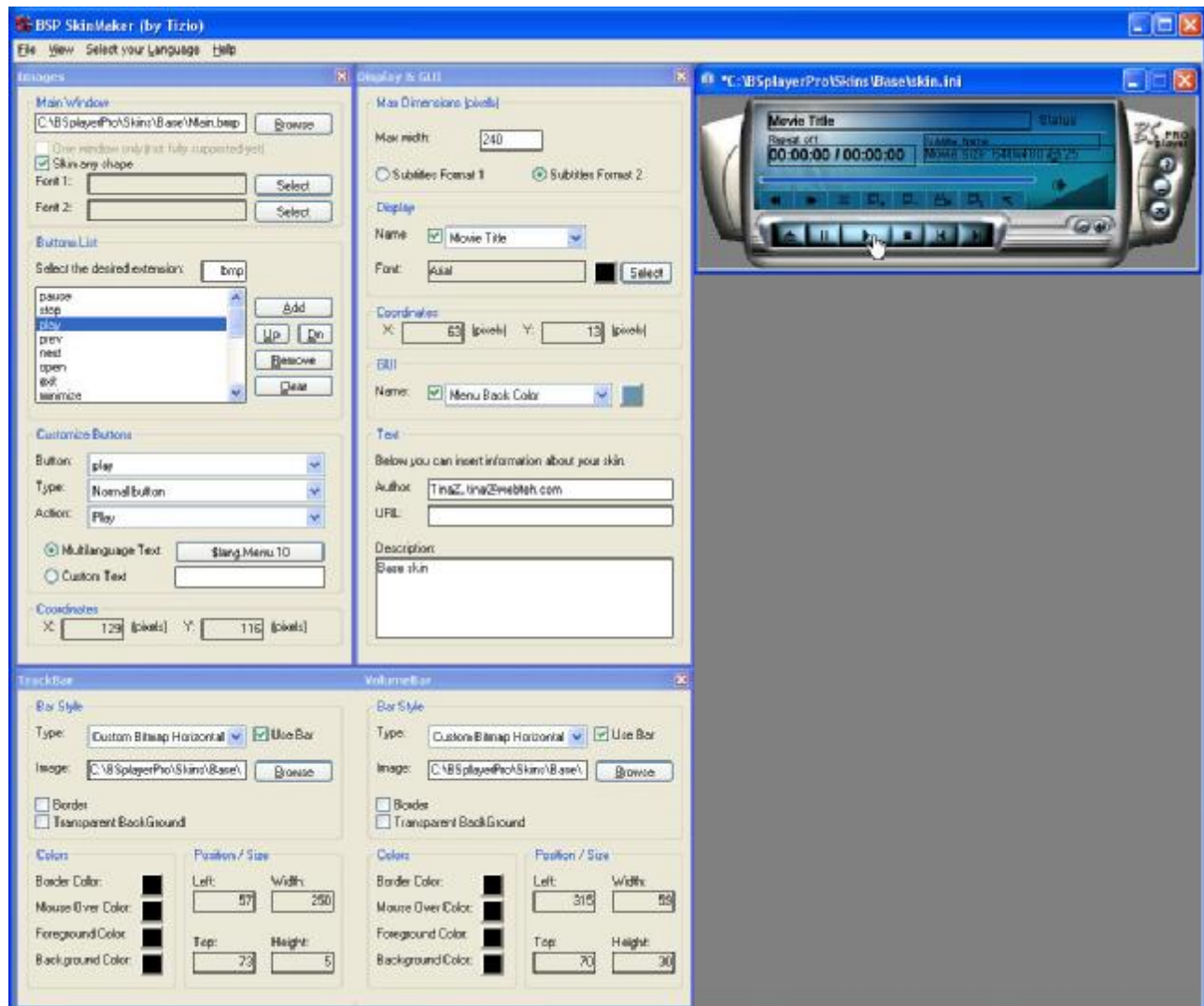


Let's examine all these sections.


## Images Tool Window
This window handles Main and Buttons Images.


<u>Main Window:</u>



This frame keeps information on the skin's main image. The *Browse* button lets you select the main image for the current skin and in the textbox beside it is stored the path of that file.
*Font 1* and *Font 2* allow you to select two desired font files that you want to provide with the skin (simply copy the fonts in your skin folder and then select them). Use these options if you intend to use particular fonts in your skin, which fonts don't come with Windows installation.
*Skin any shape* sets the flag for the style you want for your skin. If selected, the skin will have any shape borders else, if not selected, your skin's borders will be rectangular.

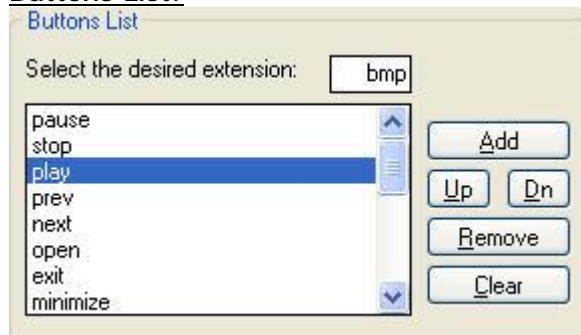Hereunder is an example on how the any shape flag works:


(Not selected) Rectangular borders


(Selected) Any shape borders

Buttons List:



Here is a list of all used buttons and respective files extension.

ATTENTION: the *extension* is in common for all buttons, so if you change the extension all opened buttons (=in list) will be removed from the skin. The same will occur for Custom Button Bars.

If you click on *Add* button you'll be prompted to select the desired image file from the path where you saved/opened the skin file. Don't mind about the suffix of the file you must select, if it should be N or D or whatever else it should be, because BSP SkinMaker will get rid of it and will keep only the button's name.

*Up* and *Dn* (Down) buttons became available only when an item of the button list is selected and their purpose is to move selected buttons up or down in list. This is useful when you have buttons overlapped together and want some buttons to stay on top to others. For more information regarding the usefulness of moving up or down buttons read the *Apply ZOrder to Buttons* description at page 20.

The *Remove* button becomes available only when an item of the button list is selected. If you click on it the selected button will be removed from the skin.

The *Clear* button clears the list of buttons and removes them all from the skin.

Note: The extension you choose in the Normal Skin is the same you must use in the Full Screen Skin.

<u>Customize Buttons:</u>



As the title says in this section you can customize your buttons.

In the *Button* dropdown list you can select the button you want to customize. If that button was hidden/covered from another image, the selected button becomes on top thus it becomes visible.

*Type* list lets you select the type of the selected item (Normal/Shaped/Transparent).

*Action* dropdown list is a 108 items list of possible actions in BSplayer:

Exit Full Screen
Volume Up
Volume Down
Dedynamic filter increase amplification
Dedynamic filter increase pre-amplification
Dedynamic filter decrease amplification
Dedynamic filter decrease pre-amplification
Preferences
Capture frame - original image size
Capture frame - "What you see"
Full screen switch
Subtitles on/off
Skins
Audio stream volume cycle
Seek backward
Seek forward
Subtitles time correction + / Vobsub inc delay
Subtitles time correction - / Vobsub dec delay)
Subtitles time correction + (small steps) / Vobsub inc speed
Subtitles time correction - (small steps) / Vobsub dec speed
Play
Pause
Stop
Chapter viewer
Switch wait for vertical-blank
Prev
Prev Chapter
Prev CD
Next
Next Chapter
Next CD
Always On Top
Always On Top Ovr mode
Cycle aspect ratios
Playlist
Mute
JumpToTime
Zoom 50%
Zoom 100%
Zoom 200%
Original aspect ratio

Aspect ratio 16:9
Aspect ratio 4:3
Aspect anamorphic
Movie mode
Video info
Pan In
Pan Out
Zoom in (in full screen)
Zoom out (in full screen)
Move picture left (in full screen)
Move picture right (in full screen)
Move picture up (in full screen)
Move picture down (in full screen)
Free resize left (in full screen)
Free resize right (in full screen)
Free resize up (in full screen)
Free resize down (in full screen)
Reset
Show/Hide main window
EQ
Open audio file
Load subtitles
Open movie
Pan-scan
Custom Pan-scan
Desktop mode
Add bookmark
Edit bookmark
Refresh skin
About
Cycle audio streams
Cycle subtitles
Increase playback rate by 10%
Decrease playback rate by 10%
Increase post processing
Decrease post processing
Exit
Close movie
Jump forward
Jump backward
Select chapter
Cycle video streams
Increase subtitle font size
Decrease subtitle font size
Increase brightness
Decrease brightness
Move subtitles up
Move subtitles down
Show/Hide movie time
Increase Brightness (HW)
Decrease Brightness (HW)
Increase Contrast (HW)
Decrease Contrast (HW)
Increase Hue (HW)
Decrease Hue (HW)
Increase Saturation (HW)
Decrease Saturation (HW)
Show HW Color controls dialog

**Resize movie window +**
**Resize movie window -**
**Increase playback rate by 1 %**
**Decrease playback rate by 1 %**
**Switch repeat modes**
**Switch time/frames**
**Fast forward**
**Fast rewind**
**Boss button**

**Note:** The Action you specify for the selected button, will appear as ToolTip in BSP SkinMaker for the corresponding button once you move the mouse cursor over it.

In the *Custom Text* textbox you can insert the Description for your button. Once in BSplayer that description will be displayed as a tooltip text on the button where the mouse is over and in the Movie Title Text.
From BSplayer version 1.00 build 808 it's possible to assign, to buttons, descriptions that change when changing language interface in BSplayer. This means that if you select English in the "Options -> Language" menu of BSplayer the description will be in English, if you select Italiano it will be in Italian and so on... And this kind of option is supported from BSP SkinMaker by selecting *Multilanguage Text* and clicking on the corresponding button.

**Note:** You can use Multilanguage option only if BSplayer is installed on your system and/or at least one BSplayer language file is present on your computer.

If you select a skin button and then press the Multilanguage Text button you'll be prompted to select your language (this selection is made only to help you choose the desired text and it doesn't influence the text displayed in BSplayer, since the Multilanguage string is the same for all the languages):

Once you select the desired language the following window will appear:
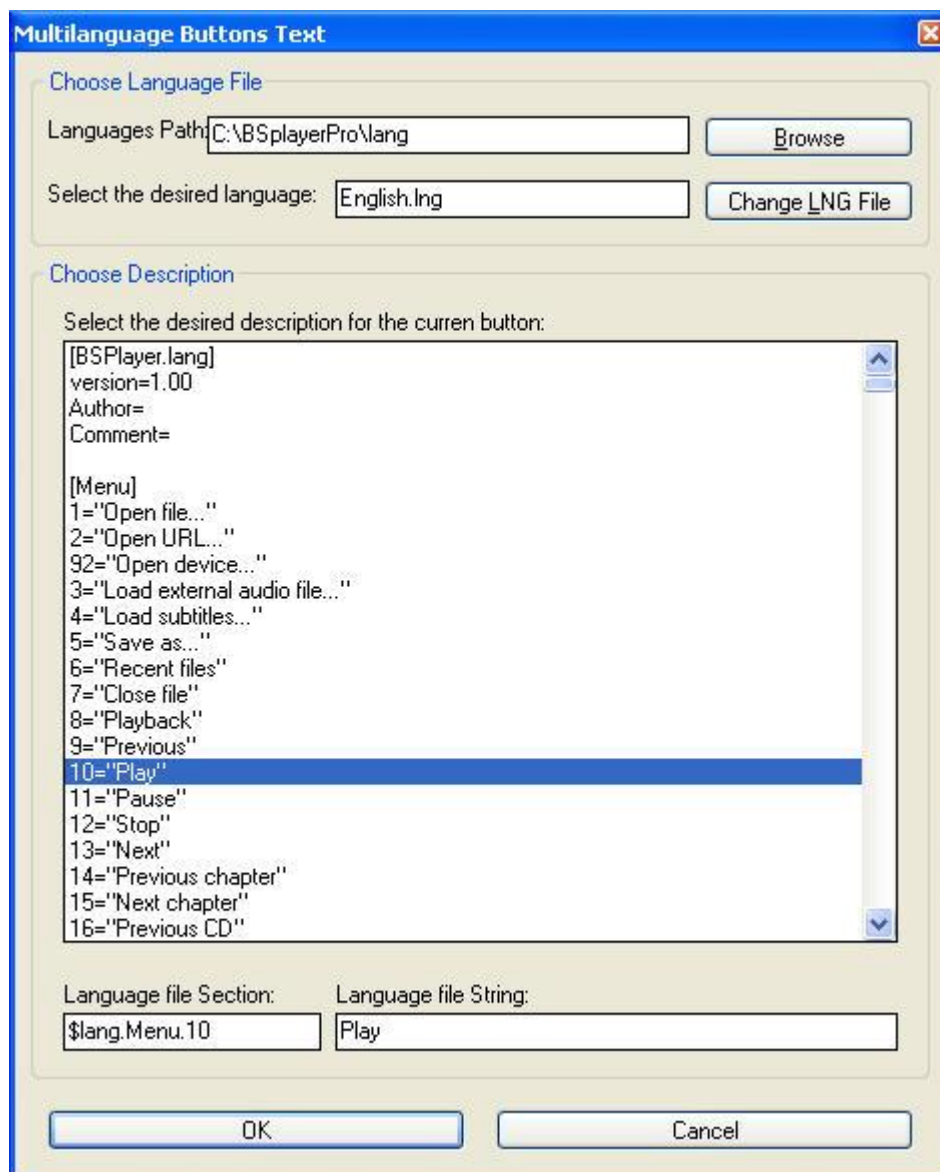


The BSplayer Language folder path is stored in *Languages Path* and it is self-detected from BSP SkinMaker if BSplayer v1.xx is installed on your system.
If you Installed BSplayer in a different folder or your desired language file is not there, then select your desired path by clicking on the *Browse* button.
Below language path is the selected language. You can change languages simply by clicking on the *Change LNG File* button.
In the *Choose Description* list there's a list of all possible strings you can select from. When you click on an item list the corresponding section will be displayed in the *Language file Section* textbox while the visualized string will be displayed in the *Language file String* textbox. Then click OK to confirm or Cancel to decline the choice.

Tip: To go to the desired section in the list you can simply press the first letter of the section name on your keyboard. For example if you want to go to the Actions section you can press 'A' char on your keyboard and the list will point to that section, or 'M' char to point to the Menu section and so on. You can also press numbers to cycle through all numbered items of the list.

BSP SkinMaker supplies an alternative and automated method to assign Multilanguage descriptions to your buttons. If you have assigned Actions to your buttons then you can utilize this feature. Simply go in the Images Tool Window and right-click on the *Customize Buttons* section as shown in the following picture:



and click on the popup menu *Auto assign Multilanguage Descriptions to Buttons*. This command assigns a description to all the listed buttons accordingly to the action assigned to each one of them.

Coordinates:
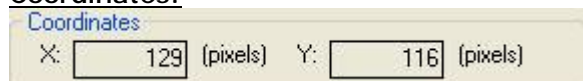


*Coordinates* indicate the position in pixels of the current button from the top-left corner of the main image.

**Display & GUI Tool Window**
In this section it is possible to select which Text display in the skin and how to customize the BSplayer menu/playlist.

Max Dimensions:



If you choose to visualize a *Display Text* in the skin you can enter the *Max width* for that text expressed in pixels.
*Subtitles Format 1 & 2* only set the format in which the Subtitle name Max Dimension is stored in the Skin.ini file. This is made to remedy a BSplayer compatibility issue rose up from build 814. Format 1 is compatible with skins made for BSplayer before build 814; Format 2 is compatible with BSplayer build 814 and following. Once you open a skin, this format is read directly from its Skini.ini file and automatically set.

Note: If you put 0 pixels as max dimension for a display text, then it will not take into account the max dimension information, and the text will be auto sized.

Display:



BSplayer allows you to show 7 different texts in your skin representing:
- Program Version
- Movie Title
- Movie Information
- Movie Length

- Repeat Status
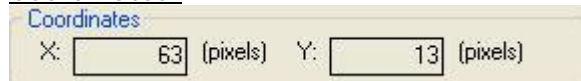- Subtitles File Name
- Player Status

For each one of them you can select FontName, FontSize, FontStyle, FontColor.

Before selecting the appearance of these texts you need to select the ones you want to be displayed. First choose the text name and then check the white box besides.

Style choices are performed by clicking the *squared black* button for the color and the *Select* button for the Font. When you click on one of these two buttons a dialog window will appear and then you can select how to modify the text.

Note: If you open a skin that requires a font not installed in your system and not indicated in Main Font 1/2 section, an error message will appear advising you of the problem. To obviate this problem you can install the indicated font, or you can manually edit the Skin.ini file through the "View -> View Skin File" menu item, or you can add the font file in your skin's folder and select that file in Font 1/2 field in Main section (the last solution is the better).

Coordinates:

As for the buttons, coordinates indicate the position in pixels of the current text from the top-left corner of the main image.

GUI:

In the *GUI* section you can choose the appearance of the menu and Playlist. Before selecting the desired color you have to select the item you want to modify, every not selected item will be colored with the default one.
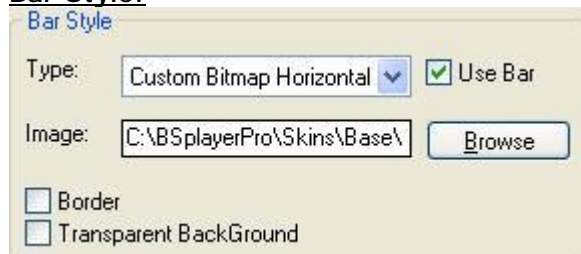
Text:

Here you can insert information about the skin and the author.

**TrackBar & VolumeBar Tool Window**

This is the final tool window for the Normal Skin. Below I'll describe you the options for the TrackBar, however VolumeBar options acts exactly as the trackbar's one.

Bar Style:

Before selecting your bar options you have to choose the *Type* of skin bar to utilize.

There are three types of bars and each one of them can be horizontal or vertical.
*Use Bar* allows you to decide if you want the specified bar to be used in your skin. It also can hide/show the corresponding bar to make objects that lay under it visible.
If bar style is image dependant you can select the image by clicking the *Browse* button.
*Border* and *Transparent BackGround* are available only for non-image dependant bars.

**Note:** *Use Bar* MUST be selected for the bar settings to be modified.

<u>Colors:</u>



*Colors* can be selected only if you select "Horizontal" or "Vertical" bar.

**Note:** Don't worry if *Border Color* changes are not visible through BSP SkinMaker, they will be visible when BSplayer is started with the corresponding skin.
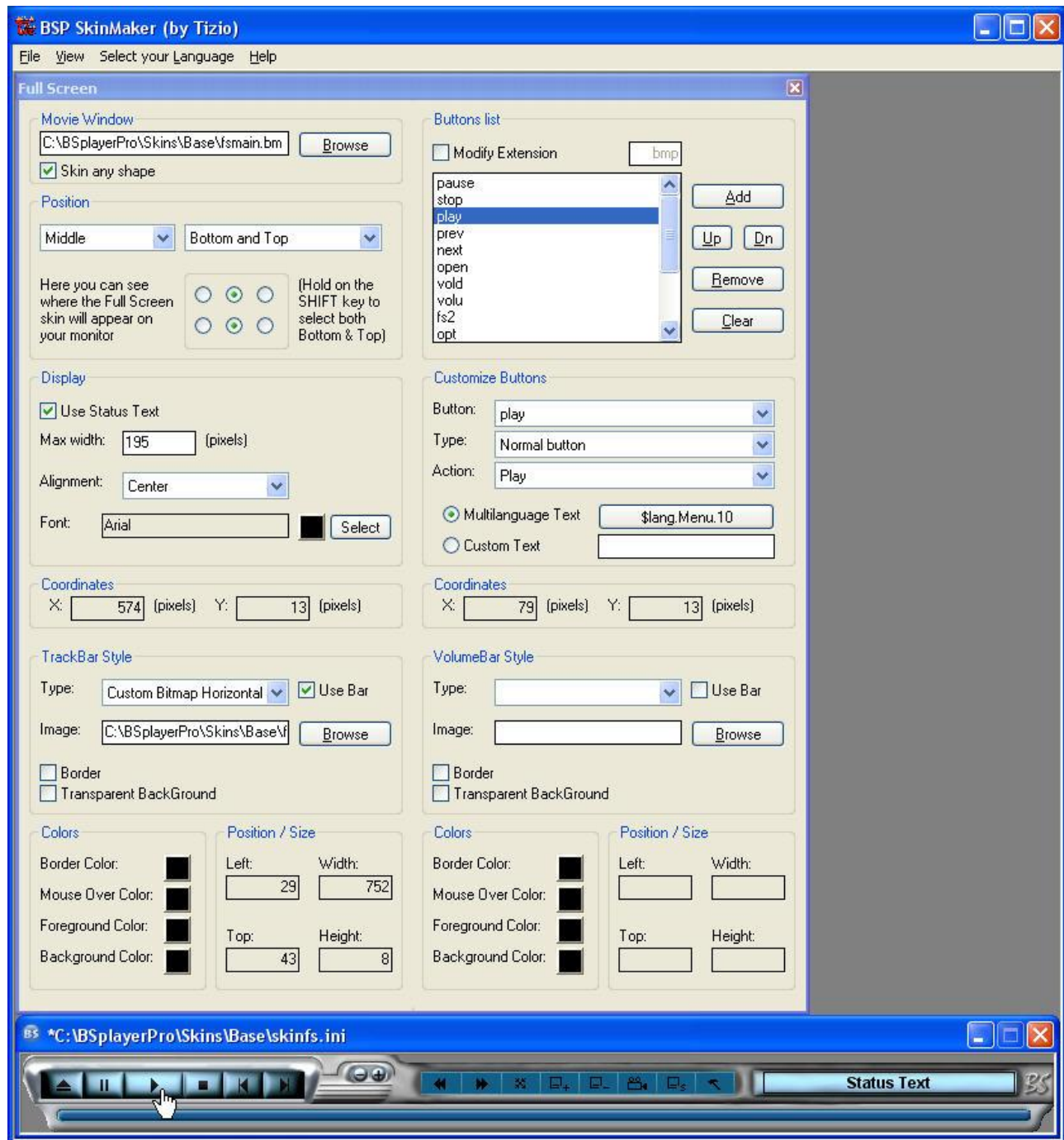
<u>Position / Size:</u>



Through this panel you can select *Position* (*Left / Top*) and *Size* (*Width / Height*) of your bar. Note that size will not be taken into account if the bar is a custom image.

## Open… - Full Screen Skin
If you select Full Screen Skin from the open menu something like this will appear:



As you can see the options are almost the same as for the Normal Skin except for the fact that there is only one tool window, a *Position* frame for the main window, only one Display text and *Select the desired extension* is changed to *Modify Extension*.

The only things to explain are the new options *Position* for the main image and *Modify extension*.

<u>Position:</u>



*Position* allows you to decide where the skin should be displayed when BSplayer mode is Full Screen. For the axis of abscissas you can choose between Left, Middle and Right; for the axis of ordinates you can choose between Bottom, Top and both Bottom & Top positions. This means that if you select "Middle" and "Bottom and Top", when you will go in full screen mode, your Full Screen Skin will be displayed in the bottom-center/top-center of the screen every time you move the mouse pointer respectively to the bottom or to the top of the screen.
Whenever you select a position for your skin, in the *Preview box* with 6 option buttons you will see the exact position where the skin will appear in Full Screen on your monitor. You can also select the skin position by clicking on one of these option buttons. If you want to visualize your skin at Bottom and Top, you have to hold on the SHIFT key of your keyboard and simultaneously click on one of the option buttons.

Unlike Normal Skin tool window, Full Screen Skin tool window allows you to select the extension of your buttons only if you explicitly want to change it. This because BSplayer reads extension information only from Skin.ini file, so if you have a Skin.ini file, with extension information in it, in the same folder as Skinfs.ini, BSP SkinMaker will read it by itself. Otherwise bmp extension will be set by default. If you plan to modify/assign a different extension to your full screen buttons, remember to modify it also in the Skin.ini file.

Note: If you manually change the buttons' extension remember that buttons will be recognized only if the extension is the same for Normal and Full Screen buttons.

**Open… - BSZ Skin**
Finally (and thanks to UnZip32.dll library) BSP SkinMaker is able to open BSZ skins. You have to perform only few tasks in order to extract the skin:
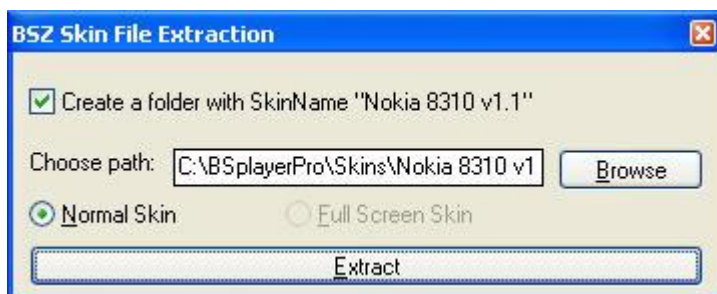


1. *Choose path* where you want the skin to be extracted by pressing the *Browse* button.
2. Select the checkbox if you want a folder with the name of the skin to be automatically created in the folder you select.
3. Choose which type of skin you want to open between *Normal Skin* and *Full Screen Skin* (you can choose the type of skin to open only if the BSZ skin contains the proper files). This operation will not affect the extraction process since both Normal and Full Screen skins (if present) will be extracted.
4. Press the *Extract* button.

Once these four operations have been completed (less than 5 seconds), the skin will be opened with the type you specified.

**New Skin**

When you press the *New Skin* menu item a message will appear informing you that WHICHEVER FILENAME YOU'LL CHOOSE, THE SKIN FILE WILL BE SAVED AS "Skin.ini" this is because that is the only name (except for Skinv1.ini) that BSplayer accepts for the skin information file. So pay attention to NOT provide names different from SKIN.INI or if you do so, you must remember that if a Skin.ini file is already present in the selected folder, then that file will be overwritten when saving your skin.

The program interface should be familiar to you now that you read the *Open... – Normal Skin* section, so let's start.

When you want to create a totally new skin the first thing to do is to select the Main Image. Then choose which style to adopt, if Normal or Any Shape.

**Note:** With BSP SkinMaker you can select only bitmap files for the Main Image.



Now all you have to do in the Images Tool Window is to add new buttons in the Buttons List and then customize them through the Customize Buttons panel.

**Tip:** If when you add a new button you cannot view it, probably it is because the button is placed in the top-left corner of the skin and *Skin any shape* option is selected. To resolve this inconvenience simply remove the *Skin any shape* option and once the button is positioned in the right place re-apply the shape option. Alternatively place the button using the coordinates panel.
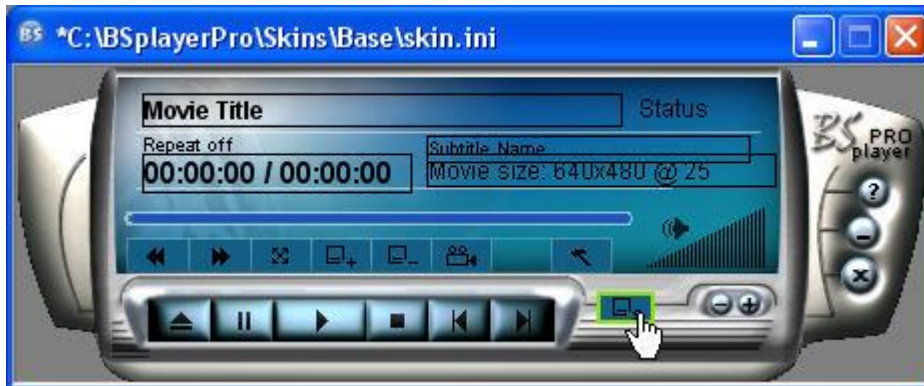
First select the style:
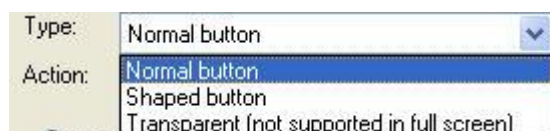


Then select the desired action:
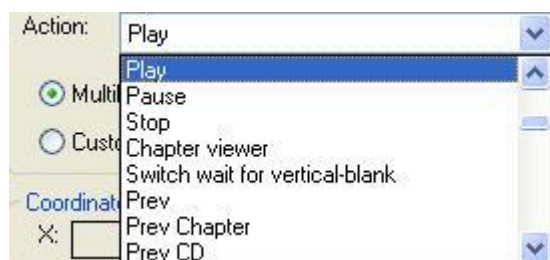


And at last assign a description text to the selected button.

Now you have to position your button in the right place in the skin. This action can be performed in two manners: you can input X and Y values in the coordinates frame; or you can drag your button in the desired position with the mouse:



When you move your mouse over a button the image cursor changes into a hand and then you can drag your picture wherever you want within the skin borders. However to fine move your buttons I suggest you to utilize the coordinates panel.

**Tip:** If you want to position your buttons with more precision, you can Zoom-in the skin window simply by left/right clicking the skin image when the magnifier appears (to restore the normal zoom simply re-click on the skin window).
**Tip:** If you want to speed up the Zooming process, deselect the option "Skin any shape" for the Main image.

**Tip:** If you want to change the BackColor of the Any Shape skins, you can simply double-click on the transparent portion of the Main image (the gray area in the picture above), and then select the desired color in the dialog window that will appear. If you want to restore the Default color, you have to delete the line "BackGround=" from the "BSP_SkinMaker.ini" file.

Now it's time to select & place the displayed texts. To accomplish this go to the Display & GUI Tool Window, choose the desired text and check the box beside the text name.
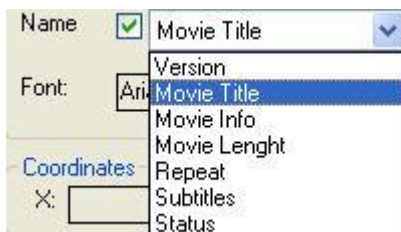


Once the desired text has been selected you can set its Font style and color by using the corresponding buttons (color and style changes will be displayed in the Skin Window).
As for buttons you can move texts by dragging them with the mouse and with the coordinates panel.
One more thing, when you select texts, in the Max Dimensions frame maximum texts dimensions become visible/editable. Then you can choose how much those texts should be long. If the text length is greater than the one you entered, BSplayer will scroll horizontally the text to show you the entire string (this doesn't apply if you insert 0 as Max width value).

I think you have understood how to manipulate GUI options: select the desired Menu/Playlist section, check the corresponding box and then select the desired color.
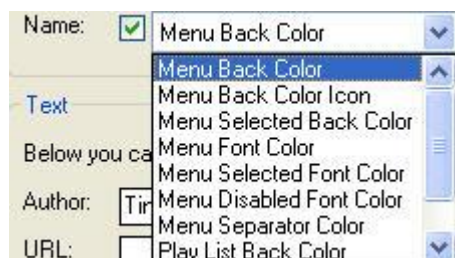


After you typed in skin/author information the only thing you have to do is to select which bars utilize in your skin.
- Horizontal / Vertical Bar is a colored bar you can choose colors for
- Custom Bitmap Horizontal / Vertical bar is a personalized image bar which appears gradually depending from the time elapsed / volume level at runtime
- Button Horizontal / Vertical is an ANY SHAPE button you can move into the range you specify in the Position / Size panel



If you select the first option (Horizontal / Vertical bar) you have to choose if you want the bar to have a border and if the background should be transparent or not by checking/unchecking the correspondent checkbox. Thus you have to choose which colors to adopt for the bar in the Colors frame.

If you select one of the customized image style instead of the simple colored one, then you cannot select border and background style, neither colors, but you must select an image through the Browse button next to the Image textbox.

Whichever Style you decided to assign to your bar the next and last step is the positioning of the bar (exactly as for Buttons and Displayed Texts).

Note: Size will not be taken into consideration if the bar style is Custom Bitmap or Custom Button, instead it represents the dimension of the selected image. For Button Horizontal you can only choose the width action range of your button, and for Button Vertical you can only choose the height action range of your button.

**New Full Screen Skin**
When you press the *New Full Screen Skin* menu item a message will appear informing you that WHICHEVER FILENAME YOU'LL CHOOSE, THE SKIN FILE WILL BE SAVED AS "Skinfs.ini".

Make the same steps as the ones made for the New Skin section in this guide.

Remember to set the Main Image position following your requests and remember also that there is only one displayed text in full screen mode, and you can select the alignment of it simply by choosing the wanted alignment option from the dropdown list.

**Test Skin**
*Test Skin* will load the skin in BSplayer. To perform this you have to save the skin, and BSP SkinMaker will ask you to create the BSZ version of your skin.

Note: This feature will work only if .bsz extension is registered to BSplayer, and BSplayer is installed on your system.

## Using BSP SkinMaker - View menu

This menu will appear only once you select a skin file (new or opened) and it lets you close/open tool windows.

**View**



*Full Screen ToolBar* will become available only if full screen Skin is opened.
*View Skin File* command will show you the current Skin file for manual modifications.
*Apply ZOrder to Buttons* will order Buttons, Texts and Bars like BSplayer does. This means that if two buttons are overlapped, the one that is much down in the Buttons List, will be shown atop and the much up in list will be shown behind; buttons are shown over Texts and Bars, and Bars are shown over Texts.

**Note:** View Skin File command opens your skin file with the default editor for .ini file (Notepad is default).


## Using BSP SkinMaker - Buttons right-click Menu

If you right-click on a button, a popup menu appears with specific actions for it.



These actions can be performed also from Buttons List frame and View menu except for the item *Move at bottom of list*.

## How to Create BSZ Skin Files (the simplest way)

You can simply create BSZ skins (*BSplayer Zipped skin* or *Bsplayer Skin Zipped*) by clicking the menu item *Create BSZ from this skin*. The skin must be saved prior to create the BSZ skin. The creation process is pretty simple. Once you click the corresponding menu item the following window appears:
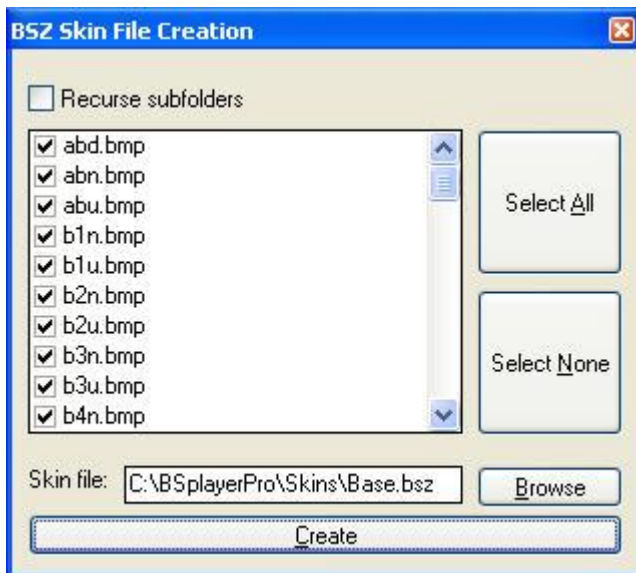


In the list, you can select the files to include/exclude in/from your skin, this becomes handy if you want for example to exclude the rgn.dat file from your BSZ skin, or if you have other files you don't want to include.
*Select All* button will add all the files in the current folder in your skin file.
*Select None* will remove all the files in the current folder from your skin except for the "Skin.ini" and "Skinfs.ini" files which are required for the skin.
*Recurse subfolders* will include, as the name says, all the folders contained in the current one, with all the files.
Once you have done with these options and selected the BSZ skin file, you only have to press the *Create* button.


## How to Create / Modify BSZ Skin Files (the manual way)

That is not so hard as it could appear.
*BSZ* files are nothing but Zip files renamed to have BSZ extension.
So if you want to modify a BSZ skin file, you have to:
1. Change the extension to ZIP
2. Unzip the archived files to a folder
3. Modify the skin manually or with BSP SkinMaker
4. Create a new <archive_name>.zip archive with all the skin files the skin necessitates (NOT the folder, ONLY files)
5. Rename the archive to <archive_name>.bsz
And the trick is done.

If you want to create a new BSZ skin file just follow previous step from 3rd to 5th.

## Conclusion

Below is my second skin made for BSplayer v1.00, you can utilize this for testing the program, watch films in BSplayer, fill your trash up or what else you want to do.
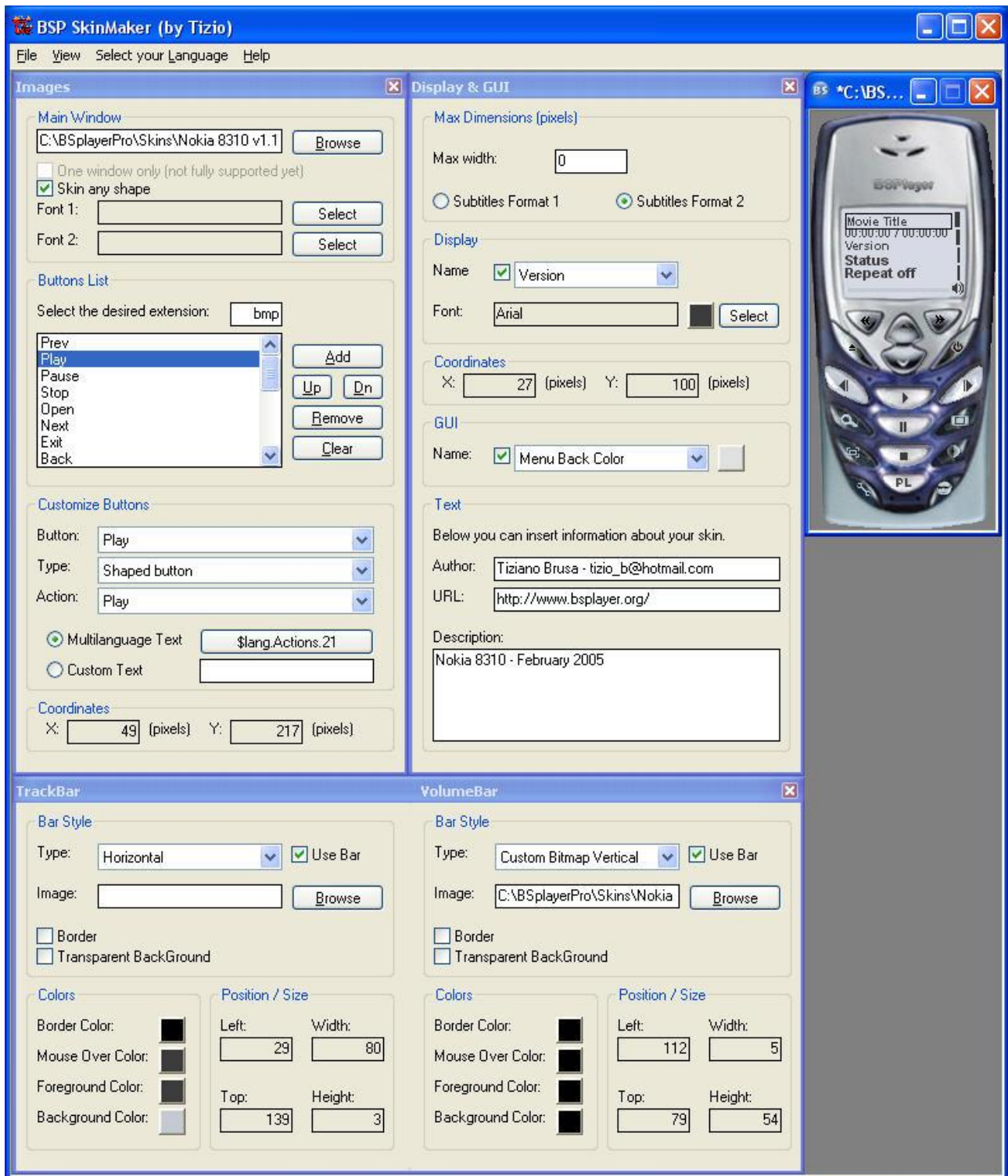


In the end I want to thank BST for providing us the great BSplayer media player, my girlfriend Claudia and my best friend Anthony for believing in me and in my works, and all of you guys, I hope you'll enjoy the program.

*Tiziano Brusa*