

Kazaa Media Desktop 2.0 Skin Definition, v. 1.1

Notes:

Or indicates mutually exclusive attributes

Skin Element	comments
<pre><?xml version="1.0"?></pre>	Optional but required if you wish to use your browser for xml validation
<pre><SKIN></pre>	Required
<pre><COLORS> <PARENTBKGND> (255,251,240)</PARENTBKGND> <!--<3DHIGHLIGHT> (236,245,255)</3DHIGHLIGHT>--> <!--<3DFACE> (215,232,255)</3DFACE>--> <!--<3DSHADOW> (105,164,228)</3DSHADOW> --> <!--<3DDKSHADOW> (24,75,133)</3DDKSHADOW>--> <!--<HIGHLIGHT> (24,75,133) </HIGHLIGHT> --> <HIGHLIGHTTEXT> (255,255,255)</HIGHLIGHTTEXT> <WINDOWTEXT> (206,226,246)</WINDOWTEXT> <!--<WINDOW> (255, 255, 255)</WINDOW>--> <!--<MENU> (24,75,133)</MENU>--> <!--<MENU> (236,245,255)</MENU>--> <INFOTEXT> (255,0,0)</INFOTEXT> <INFOBK> (50,50,255)</INFOBK> <!--<ACTIVECAPTION> (24,75,133)</ACTIVECAPTION>--> </COLORS></pre>	<p>Global colours values to override equivalent Windows colours.</p> <p>Note: the following colors are not standard Windows colours:</p> <p style="padding-left: 40px;"><code><PARENTBKGND></code> client background</p> <p>Note: most of the controls which follow can provide their own text and background colours to suit more precisely where they are positioned on the skin.</p> <p>Note: colour value format as described previously.</p> <p>Note: <code><INFOTEXT></code> and <code><INFOBK></code> are tooltip colours</p>
<pre> <FACENAME>britannic bold</FACENAME> <FILENAME>britannic.ttf</FILENAME> <POINTSIZE>14</POINTSIZE> Or <FONT1> <FACENAME>britannic bold</FACENAME> <FILENAME>britannic.ttf</FILENAME> <POINTSIZE>14</POINTSIZE> </FONT1> <FONT2> <FACENAME>Arial</FACENAME> <POINTSIZE>12</POINTSIZE> </FONT2> </pre>	<p>Specifies the global font to be used for all text output in the skin.</p> <p><code><POINTSIZE></code> specifies the font size to use. If undefined then the system font size is used.</p> <p><code><FACENAME></code> identifies the font's logical name. Required.</p> <p><code><FILENAME></code> optionally specifies the font filename to be installed (assuming the font has been packaged with the skin).</p> <p>Alternatively, use <code><FONTn></code> to specify multiple fonts (most desirable first) to be tested against the users machine. The first to be found will be used.</p> <p>Note: any number of fonts may be listed. Fonts must be numbered sequentially starting at 1.</p>
<pre><SOUNDS> <!--<FILENAMEON> on.wav</FILENAMEON>--> <!--<FILENAMEOFF> off.wav</FILENAMEOFF>--> <!--<FILENAMECLICK> click.wav</FILENAMECLICK>--> </SOUNDS></pre>	<p>Global sounds to be applied to all mouse over and click events for controls supporting such events.</p> <p>Ie disabled and static controls do not generate sounds.</p> <p>Note: Many controls also support their own specific sound files.</p>

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The rest of the document describes the various controls which are available for implementing user input.

All the controls share common attributes which define:

- how they are positioned, oriented and anchored in the skin
- background and text colours
- border styles
- tooltip and prompt

each control then typically provides additional attributes specific to its requirements.

Note: the size of a control is normally defined by its images. Where this is not the case the skin designer will be required to specify the necessary dimensions.

The following attributes are common to all controls:

<pre><NAME>name</NAME></pre>	<p>Optional. But some controls (such as the main application menu) use this for identification.</p> <p>Note: because the name may be used for identification, it must be unique for a given window otherwise the control will not load.</p>
<pre><CORNER>TOPLEFT</CORNER></pre>	<p>Identifies the corner to which the control is anchored.</p> <p>Values: TOPLEFT, TOPRIGHT, BOTTOMLEFT, BOTTOMRIGHT. Default: TOPLEFT</p>
<pre><OFFSET> <X> 3</X> <Y> 3</Y> </OFFSET></pre>	<p>Specifies the pixel offset from the anchor to the nearest edge.</p> <p>If TOPRIGHT is specified then X is the offset from the right edge of the window to the right edge of the control, and Y is the offset from the top of the window to the top of the control.</p>
<pre><VERT>1</VERT></pre>	<p>Specifies orientation.</p> <p>Values: 0, 1 Default: 0 (horizontal)</p>
<pre><BORDER> <RECT>1</RECT> or <ROUNRECT>1</ROUNRECT> or <ROUND>1</ROUND> </BORDER></pre>	<p>Specifies the border to be drawn for the control.</p> <p>Values: 1,0 Default: no border</p> <p>Note: some controls may override the border specified if it is not appropriate.</p>
<pre><COLOUR> <BACKGND> (r, g, b)</BACKGND> <TEXT> (r, g, b)</TEXT> </COLOUR></pre>	<p>Colour overrides.</p> <p>Note: not specifying <BACKGND> results in the control being drawn transparently over the background, provided appropriate masking colours have been specified for any images.</p> <p>Defaults: <BACKGND> is transparent <TEXT> is < WINDOWTEXT></p>
<pre><TEXTALIGN>TOP</TEXTALIGN></pre>	<p>Specifies how text should be aligned within the control.</p> <p>Values: TOP, BOTTOM, LEFT, RIGHT, CENTER, VCENTER Default: BOTTOM</p>
<pre><TEXT>text</TEXT> <TOOLTIP>tip</TOOLTIP> <PROMPT>prompt</PROMPT></pre>	<p>Specifies text, tooltip and status bar prompt strings.</p> <p>Default: empty</p>

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<pre> <TOPLEFT> <IMAGEFILENAME> window_topleft.bmp</IMAGEFILENAME> <OUTERMASKCOLOR> (255, 0, 0) </OUTERMASKCOLOR> <INNERMASKCOLOR> (0, 255, 0) </INNERMASKCOLOR> </TOPLEFT> <TOPRIGHT> <IMAGEFILENAME> window_topright.bmp </IMAGEFILENAME> <OUTERMASKCOLOR> (255, 0, 0) </OUTERMASKCOLOR> <INNERMASKCOLOR> (0, 255, 0) </INNERMASKCOLOR> </TOPRIGHT> <BOTTOMLEFT> <IMAGEFILENAME> window_btmLeft.bmp</IMAGEFILENAME> <OUTERMASKCOLOR> (255, 0, 0)</OUTERMASKCOLOR> <INNERMASKCOLOR> (0, 255, 0)</INNERMASKCOLOR> </BOTTOMLEFT> <BOTTOMRIGHT> <IMAGEFILENAME> window_btmright.bmp </IMAGEFILENAME> <OUTERMASKCOLOR> (255, 0, 0) </OUTERMASKCOLOR> <INNERMASKCOLOR> (0, 255, 0) </INNERMASKCOLOR> </BOTTOMRIGHT> <LEFT> <IMAGEFILENAME> window_left.bmp</IMAGEFILENAME> <OUTERMASKCOLOR> (255, 0, 0)</OUTERMASKCOLOR> <INNERMASKCOLOR> (0, 255, 0)</INNERMASKCOLOR> <TILE>0</TILE> </LEFT> <TOP> <IMAGEFILENAME> window_top.bmp</IMAGEFILENAME> <OUTERMASKCOLOR> (255, 0, 0)</OUTERMASKCOLOR> <INNERMASKCOLOR> (0, 255, 0)</INNERMASKCOLOR> <TILE>0</TILE> </TOP> <RIGHT> <IMAGEFILENAME> window_right.bmp</IMAGEFILENAME> <OUTERMASKCOLOR> (255, 0, 0)</OUTERMASKCOLOR> <INNERMASKCOLOR> (0, 255, 0)</INNERMASKCOLOR> <TILE>0</TILE> </RIGHT> <BOTTOM> <IMAGEFILENAME> window_btm.bmp</IMAGEFILENAME> <OUTERMASKCOLOR> (255, 0, 0)</OUTERMASKCOLOR> <INNERMASKCOLOR> (0, 255, 0)</INNERMASKCOLOR> <TILE>0</TILE> </BOTTOM> </REGIONS> </pre>	<p>Required.</p> <p>Note: A window definition will not load if all the images are not present.</p> <p><IMAGEFILENAME> relative pathname from skin location. can refer to bmp or gif.</p> <p><OUTERMASKCOLOR> is required only if the outside edge of the shape represented by the bitmap is not regular.</p> <p><INNERMASKCOLOR> is required only if the outside edge of the shape represented by the bitmap is not regular.</p> <p>Colours may have the format:</p> <p>(r, g, b) standard rgb notation where r, g, b are decimal values in the range 0-255</p> <p>#rgb web standard notation where r, g, b are hexadecimal values in the range 00-FF</p> <p>rgb single 32 bit COLORREF value</p> <p><LEFT>, <TOP>, <RIGHT>, <BOTTOM> are the images used for filling in between the corners.</p> <p><TILE> Specifies whether these images should be tiled or stretched.</p> <p>Note: for performance use tiling only if a repeat effect is required.</p>
<pre> <CLIENTBORDER> <LEFT> 8</LEFT> <TOP> 58</TOP> <RIGHT> 8</RIGHT> <BOTTOM> 84</BOTTOM> </CLIENTBORDER> </pre>	<p>Specifies the offsets from the window edges where the 'real' client area (ie the portion containing child windows) begins.</p> <p>Note: it is the responsibility of the skin designer to ensure that non-client control do not encroach on this area, otherwise those controls may get painter over.</p>

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<pre><BUTTON1> <NAME></NAME> <OFFSET> <X> 88</X> <Y> 26</Y> </OFFSET> <CORNER> TOPLEFT</CORNER> <TEXTPOS> RIGHT</TEXTPOS> <TEXTINSET>10</TEXTINSET> <MAXBUTTONSIZE> <WIDTH>50</WIDTH> <HEIGHT>50</HEIGHT> </MAXBUTTONSIZE> <COLOR> <BACKGND> (r, g, b)</BACKGND> <TEXT> (51,51,51)</TEXT> <TEXTHIGHLIGHT> (0,0,0)</TEXTHIGHLIGHT> </COLOR> <IMAGEFILENAME> <HOT> startbar_back_over.bmp</HOT> <COLD> startbar_back.bmp</COLD> <DOWN> startbar_back_sel.bmp</DOWN> <DISABLED> startbar_back_disabled.bmp</DISABLED> <MASKCOLOR>(0, 255, 0)</MASKCOLOR> </IMAGEFILENAME> <COMMANDID> 114</COMMANDID> <TEXT>Back</TEXT> <TOOLTIP>Previous Page</TOOLTIP> <PROMPT>Go to Previous Page in History</PROMPT> </BUTTON1></pre>	<p>Use <BUTTON> for defining individual buttons. Buttons must be numbered sequentially starting at 1.</p> <p><TEXTPOS> specifies on what side of the image (if an image is specified) any text should be positioned.</p> <p>Values: TOP, BOTTOM, RIGHT, LEFT Default: BOTTOM</p> <p>Use <TEXTINSET> for positioning text on top of an image. The value specifies an offset into the image from the side specified in <TEXTPOS>.</p> <p>In this example, the left-hand edge of the button text would be positioned 10 pixels in from the right-hand edge of the image.</p> <p><MAXBUTTONSIZE> is relevant only if text has been specified. This allows the button size to dynamically grow up to the size(s) specified before text is truncated with ellipses. This is useful for preventing buttons spilling into the client area of the window.</p> <p><TEXTHIGHLIGHT> specifies the colour of rollover and clicked button text.</p> <p><IMAGEFILENAME> specifies the state images for the button.</p> <p><HOT> is the state image when the mouse is over an enabled, non-clicked button. required</p> <p><COLD> is the optional state image for an enabled, non-clicked, non-hot button.</p> <p><DOWN> is the optional state image for an enabled, clicked button.</p> <p><DISABLED> is the optional state image for a disabled button.</p> <p><MASKCOLOR> is an optional color to define which parts of the state images should be drawn transparently.</p> <p><COMMANDID> is an application defined value which is sent to the skinned window upon clicking the button. Value <= 0 (zero) will cause the button not to be loaded.</p> <p><TEXT> specifies the optional text for the button.</p> <p>Note: one or other or both images and text must be defined or the button will not be loaded</p>
<pre><TOOLBAR1> <NAME> TOOLBAR_BROWSER</NAME> <OFFSET> <X> 88</X> <Y> 26</Y> </OFFSET> <CORNER> TOPLEFT</CORNER> <TEXTPOS> RIGHT</TEXTPOS> <COLOR> <TEXT> (51,51,51)</TEXT> <TEXTHIGHLIGHT> (0,0,0)</TEXTHIGHLIGHT> </COLOR> <IMAGEFILENAME> <HOT> startbar_over.bmp</HOT> <COLD> startbar.bmp</COLD> <DOWN> startbar_sel.bmp</DOWN> <DISABLED> startbar_disabled.bmp</DISABLED> <MASKCOLOR>(0, 255, 0)</MASKCOLOR> </IMAGEFILENAME></pre>	<p>Use <TOOLBAR> for defining groups of buttons which are arranged and anchored together. Toolbars must be numbered sequentially starting at 1.</p> <p>Toolbars may specify single images each containing a single state for all the contained buttons, or separate images for each state of each button.</p> <p>If single images are specified then individual button images will be ignored.</p> <p>Note: see button definition above for <IMAGEFILENAME>.</p>

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<pre> <MAXBUTTONSIZE> <WIDTH>50</WIDTH> <HEIGHT>50</HEIGHT> </MAXBUTTONSIZE> <SEPARATORWIDTH>10</SEPERATORWIDTH> <SPACING>5</SPACING> <BUTTON1> <IMAGEFILENAME> <HOT> startbar_back_over.bmp</HOT> <COLD> startbar_back.bmp</COLD> <DOWN> startbar_back_sel.bmp</DOWN> <DISABLED> startbar_back_disabled.bmp</DISABLED> <MASKCOLOR>(0, 255, 0)</MASKCOLOR> </IMAGEFILENAME> <COMMANDID> 114</COMMANDID> <TEXT>Back</TEXT> <MARLETT>1</MARLETT> <TOOLTIP>Previous Page</TOOLTIP> <PROMPT>Returns to the previous page in history</PROMPT> </BUTTON1> <BUTTON2> <IMAGEFILENAME> <HOT> startbar_fwd_over.bmp</HOT> <COLD> startbar_fwd.bmp</COLD> <DOWN> startbar_fwd_sel.bmp</DOWN> <DISABLED> startbar_fwd_disabled.bmp</DISABLED> </IMAGEFILENAME> <COMMANDID> 32855</COMMANDID> <TEXT>Forward</TEXT> <PROMPT>Goes to next page in history</PROMPT> <TOOLTIP>Next Page</TOOLTIP> </BUTTON2> </TOOLBAR1> </pre>	<p>Note: All images must be the same size within the same toolbar</p> <p><SEPARATORWIDTH> Controls the amount of space taken up by button separators. Default: 10</p> <p><SPACING> Controls the spacing between buttons. Default: 0 for borderless buttons, 6 for bordered buttons</p> <p>A toolbar may contain any number of <BUTTON>s. Buttons must be numbered sequentially starting at 1.</p> <p>All button attributes are as previously defined for individual button controls.</p> <p>Note: each button may have a different mask colour to the others but each group of state images for each button must share the same mask colour.</p> <p>Note: a <COMMANDID> of 0 (zero) Specifies a separator.</p> <p>Note: a separator may not be either the first or the last button in a toolbar.</p>
<pre> <MENU1> <NAME> MAINMENU </NAME> <OFFSET> <X> 6</X> <Y> 32</Y> </OFFSET> <CORNER> TOPLEFT</CORNER> <VERT> 0</VERT> <COLOR> <TEXT> (96,96,96)</TEXT> <TEXTHIGHLIGHT> (0,0,0)</TEXTHIGHLIGHT> </COLOR> </MENU1> </pre>	<p><MENU>s are a specialization of <TOOLBAR> which allow buttons to optionally display popup menus. Menus must be numbered sequentially starting at 1.</p> <p>Note: apart from providing generic menu capabilities, the skin designer can also automatically incorporate the window's main menu at the specified location simply by defining <NAME>MAINMENU</NAME>.</p> <p>If this specified then all menu <ITEM>s are ignored and the menu is loaded dynamically from the window itself.</p> <p>Note: because menus are a specialization of toolbars, standard buttons may also be appended or interleaved using the notation specified in the <TOOLBAR> section.</p>
<pre> <SLIDER1> <NAME> NOWPLAYING_POS</NAME> <CORNER> BOTTOMLEFT</CORNER> <OFFSET> <X> 10</X> <Y> 10</Y> </OFFSET> <IMAGEFILENAME> <TRACKEMPTY> mediabar_slider.bmp</TRACKEMPTY> </pre>	<p>Use <SLIDER> to implement sliders or scrollbars. Sliders must be numbered sequentially starting at 1.</p> <p><IMAGEFILENAME> specifies images for the slider track.</p> <p><TRACKEMPTY> must be present.</p> <p>If <TRACKFULL> is present then a proportion of the image is drawn over <TRACKEMPTY> corresponding to the position of the slider thumb.</p> <p><MASKCOLOR> is as previously defined.</p>

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<pre> <TRACKFULL> mediabar_slider.bmp</TRACKFULL> </IMAGEFILENAME> <MASKCOLOR>(255, 0, 0)</MASKCOLOR> <THUMB> <IMAGEFILENAME> <HOT> mediabar_sliderThumb_over.bmp</HOT> <COLD> mediabar_sliderThumb.bmp</COLD> <DOWN> mediabar_sliderThumb_over.bmp</DOWN> </IMAGEFILENAME> <MASKCOLOR> 255</MASKCOLOR> </THUMB> <IMAGEOFFSETS> <START> 7</START> <END> 5</END> <THUMB>2<THUMB> </IMAGEOFFSETS> <RANGE> <MIN> 0</MIN> <MAX> 100</MAX> </RANGE> </SLIDER1> </pre>	<p><THUMB> specifies the images to be used for the thumb control. This may be used in conjunction with <TRACKFULL> or by itself with <TRACKEMPTY>.</p> <p>Note: if neither <TRACKFULL> nor <THUMB> is present then the slider will not load.</p> <p><IMAGEOFFSETS> specifies how the range of the slider is defined.</p> <p><START> is a positive offset from the left/bottom edge of the track image(s) to the 'start' of the sliders range.</p> <p><END> is a positive offset back from the right/top edge of the track image() to the 'end' of the sliders range.</p> <p><THUMB> is a +/- offset from the center of the thumb image(s) to the 'zero-point' of the thumb control.</p> <p><RANGE> specifies the range of the slider. This has limited use, as the application will likely set the slider to its own values, but is useful for testing purposes.</p>
<pre> <LABEL1> <CORNER> TOPLEFT</CORNER> <TEXTALIGN> LEFT</TEXTALIGN> <OFFSET> <X> 3</X> <Y> 3</Y> </OFFSET> <HEIGHT> 20</HEIGHT> <TAIL> 3</TAIL> Or <LENGTH>200</LENGTH> <FILL>RECT</FILL> <TRANSPARENT> 1</TRANSPARENT> </LABEL1> </pre>	<p>Note: currently only horizontal labels are supported.</p> <p>Therefore only <TEXTALIGN> values of LEFT, RIGHT and CENTER are valid. Text is always positioned vertically centered.</p> <p><HEIGHT> is the height in pixels of the label. This is most relevant if the control has a border and/or a background colour.</p> <p>use <TAIL> for stretchy labels. <TAIL> Specifies a fixed offset from the opposite side of the window to the closest edge.</p> <p>Ie. For a left anchored label, <TAIL> Specifies the distance from the right edge of the label to the right edge of the window</p> <p>Use <LENGTH> to specify fixed length labels.</p> <p>Use <TRANSPARENT> to draw text transparently over the skin background</p>
<pre> <TITLEBAR> <CORNER> TOPLEFT</CORNER> <TEXTALIGN> LEFT</TEXTALIGN> <OFFSET> <X> 3</X> <Y> 3</Y> </OFFSET> <HEIGHT> 20</HEIGHT> <TAIL> 3</TAIL> <TRANSPARENT> 1</TRANSPARENT> </TITLEBAR> </pre>	<p><TITLEBAR> is a specialization of the <LABEL> control with the following additional attributes.</p> <p>Note: if TRANSPARENT has not been specified, the title bar will be filled using <ACTIVECAPTION> and <INACTIVECAPTION> colours irrespective of the background colour specified.</p> <p>Note: only one <TITLEBAR> may exist for a given window.</p>
<pre> <STATUSBAR> <CORNER> BOTTOMLEFT</CORNER> <TRANSPARENT> 1</TRANSPARENT> <OFFSET> <X> 215</X> <Y> 4</Y> </OFFSET> </pre>	<p><STATUSBAR> is a specialization of the <LABEL> control providing multiple display panes with the following attributes.</p> <p><STACKEDPANES> specifies that the panes should be aligned vertically above one another. All panes are the full width of the status bar.</p> <p><EQUALPANES> specifies that all the panes should be of equal width, to</p>

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<pre> <DEPTH> 66</DEPTH> <TAIL> 20</TAIL> <TEXTALIGN> CENTER</TEXTALIGN> <STACKEDPANES> 1</STACKEDPANES> Or <EQUALPANES>1</EQUALPANES> Or <PROPORTIONALPANES>1</PROPORTIONALPANES> <PANE1> <WIDTH>100</WIDTH> <BORDER>1</BORDER> <TEXT>Pane1</TEXT> </PANE1> <PANE2> <WIDTH>100</WIDTH> <BORDER>ROUNRECT</BORDER> <TEXT>Pane1</TEXT> </PANE2> </STATUSBAR> </pre>	<p>fit the width of the status bar.</p> <p><PROPORTIONALPANES> specifies that the panes should be sized in proportion to the specified widths to fit the width of the statusbar.</p> <p>A statusbar may contain any number of <PANE>s. Panes must be numbered sequentially starting at 1.</p> <p>If <WIDTH> is not specified and neither <STACKEDPANES> nor <EQUALPANES> is specified then the pane will not be visible.</p> <p><BORDER></p> <ul style="list-style-type: none"> 0: none 1: rectangular fill 2: round rect fill 3: rect fill with border 4: round rect fill with border <p>Note: all other pane attributes are as defined previously.</p> <p>Note: <PROMPT> for panes not yet implemented</p> <p>Note: panes are always drawn transparently over the status bar.</p> <p>Note: only one <STATUSBAR> may exist for a given window.</p>
<p>To specify a system menu button, create a button with the command ID of 61584</p>	
<p>To specify window buttons, create a toolbar using the following command IDs:</p> <p>Minimize: 61472 Maximize: 61488 Close: 61536</p>	
<pre> </SKIN> </pre>	