Subject: Changing Skins (XN Resource Editor issue)
Posted by Paisley on Sun, 04 Dec 2011 04:03:12 GMT
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I decided to have a crack at loading the Red Anodized Skin into my system. Downloaded the XN Resource Editor, followed the instructions, & imported the bitmaps successfully. However that's when I hit a snag; XN Resource Editor wouldn't allow me to cut or paste the bitmaps (the cut/paste functions were greyed out). Is there a problem with the XN Res Edit install, or have I missed a step somewhere along the line?