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Subject: New Skins

Posted by [Jim Drago\[2\]](#) on Sat, 13 Mar 2010 01:25:21 GMT

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Just curious if anyone has tried them and have any issues showed up.

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Subject: Re: New Skins

Posted by [kerryg](#) on Sat, 13 Mar 2010 19:35:42 GMT

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Just wanted to give this a bump: I know "no news is good news", but if there's anyone running into any issues do let us know so we can nail them.

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Subject: Re: New Skins

Posted by [drfrankencopter](#) on Sun, 14 Mar 2010 13:29:53 GMT

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I tried to install one of the old skins (Black), and got real close. For some reason XN Resource editor wouldn't let me save the executable once I had made the changes.

I'll try again using a different install of XN.

Cheers

Kris

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Subject: Re: New Skins

Posted by [drfrankencopter](#) on Sun, 14 Mar 2010 15:43:20 GMT

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Yup, I tried it again using XN Resource Editor, and I get a 'System Error 19: media is write protected error'.

So, I gave up on XN, and tried this one out:

<http://www.heaventools.com/download-resource-editor.htm>

So far so good. It's a pretty easy process to edit the exe...no bitmaps to delete, and the files save.

I haven't tried running the exe's though. We'll see how it goes!!!

Cheers

KRis

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Subject: Re: New Skins

Posted by [Jim Drago\[2\]](#) on Sun, 14 Mar 2010 16:52:29 GMT

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Hi Kris, I had never seen that problem with XN the issue we ran into with it was the crashes caused by replacing the MIXER bmp with it. You are right Resourcer is so much better. With the old black set I didn't include a MIXER bmp because of the problems with XN so the area above the auxes will be tan. Thanks for the response.

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Subject: Re: New Skins

Posted by [drfrankencopter](#) on Sun, 14 Mar 2010 18:28:51 GMT

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Ok, Resource Editor worked!

I tried out the bronze skin that looks sort of like an MCI desk, and the black skin. Both worked well, with no crashes. So far, the black one is easier on my eyes, but I still like the look of the bronze.

Thanks for your work Jim!

Cheers

Kris

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Subject: Re: New Skins

Posted by [Jim Drago\[2\]](#) on Sun, 14 Mar 2010 18:52:22 GMT

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Great Kris. If you are using the old black and the bronze above the auxes annoys you just grab the MIXER bmp from black with flames and add it. No harm mixing and matching.

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Subject: Re: New Skins

Posted by [thesandbox1](#) on Sun, 14 Mar 2010 22:58:26 GMT

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black working here with no problems...thanks for those updates Jim.

...had to reply to something to see my flag change again

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Subject: Re: New Skins  
Posted by [Jim Drago\[2\]](#) on Sun, 14 Mar 2010 23:11:00 GMT  
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Glad they're working for you.

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Subject: Re: New Skins  
Posted by [Mike Bloomer](#) on Mon, 29 Mar 2010 21:20:29 GMT  
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I have tried the new skins and they seem to work fine. I especially like the plasma meters! I also modified the bronze skin to a "wet black" look by modifying the bitmap in Photoshop as for my setup a black color scheme seems to give me the best visibility. It was very straight forward and easy to do. Thanks!  
I have also been toying around with the .dat file as in Kerry's thread and been getting good results with that as well...

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Subject: Re: New Skins  
Posted by [Jim Drago\[2\]](#) on Tue, 30 Mar 2010 03:52:31 GMT  
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I'd love to see your results. Post a screen capture or email to

jim at jimdragoministries dot org

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Subject: Re: New Skins  
Posted by [Mike Bloomer](#) on Fri, 25 Jun 2010 04:13:34 GMT  
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Oh geez Mike, I totally screwed up, I hit "EDIT" instead of reply (perils of being in permanent "Admin" mode) - could you repost? My bad, I suck...

- K

#### File Attachments

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1) [Paris Wet Black.jpg](#), downloaded 480 times

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