Subject: New Skins

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

View Forum Message <> Reply to Message

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

Subject: Re: New Skins

Posted by kerryg on Sat, 13 Mar 2010 19:35:42 GMT

View Forum Message <> Reply to Message

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.

Subject: Re: New Skins

Posted by drfrankencopter on Sun, 14 Mar 2010 13:29:53 GMT

View Forum Message <> Reply to Message

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

Subject: Re: New Skins

Posted by drfrankencopter on Sun, 14 Mar 2010 15:43:20 GMT

View Forum Message <> Reply to Message

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** 

Subject: Re: New Skins

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

View Forum Message <> Reply to Message

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. Thnks for the response.

Subject: Re: New Skins

Posted by drfrankencopter on Sun, 14 Mar 2010 18:28:51 GMT

View Forum Message <> Reply to Message

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

Subject: Re: New Skins

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

View Forum Message <> Reply to Message

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.

Subject: Re: New Skins

Posted by thesandbox1 on Sun, 14 Mar 2010 22:58:26 GMT

View Forum Message <> Reply to Message

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

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

Subject: Re: New Skins

Posted by Jim Drago[2] on Sun, 14 Mar 2010 23:11:00 GMT

View Forum Message <> Reply to Message

Glad they're working for you.

Subject: Re: New Skins

Posted by Mike Bloomer on Mon, 29 Mar 2010 21:20:29 GMT

View Forum Message <> Reply to Message

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...

Subject: Re: New Skins

Posted by Jim Drago[2] on Tue, 30 Mar 2010 03:52:31 GMT

View Forum Message <> Reply to Message

I'd love to see your results. Post a screen capture or email to

jim at jimdragoministries dot org

Subject: Re: New Skins

Posted by Mike Bloomer on Fri, 25 Jun 2010 04:13:34 GMT

View Forum Message <> Reply to Message

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

1) Paris Wet Black.jpg, downloaded 543 times



Page 4 of 4 ---- Generated from The PARIS Forums