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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?

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Subject: Re: Changing Skins (XN Resource Editor issue)  
Posted by [Jim Drago\[2\]](#) on Sun, 04 Dec 2011 05:26:50 GMT  
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Hi Paisley, I have never had any issues with the program. They used to offer a free 30 day unlimited trial, maybe they have changed their policy. If i can i will give it a try within the next couple of days...

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Subject: Re: Changing Skins (XN Resource Editor issue)  
Posted by [Paisley](#) on Sun, 04 Dec 2011 06:28:35 GMT  
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Thanks mate. Actually when I went to the link for XN from the Skins instruction page, it did offer a couple of options for downloading. I just downloaded the 'new install' version; maybe there's another component from the page I need to install as well?

Probably something simple (user included.. ).

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Subject: Re: Changing Skins (XN Resource Editor issue)  
Posted by [Jim Drago\[2\]](#) on Sun, 04 Dec 2011 17:36:57 GMT  
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LOL been there. Hope you enjoy the skins. The bronze skin is very easy on the eyes as is the camo. Be blessed: Jim

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Subject: Re: Changing Skins (XN Resource Editor issue)  
Posted by [Jim Drago\[2\]](#) on Fri, 16 Dec 2011 17:42:29 GMT  
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Thought I would touch bases with you and refer you to this thread if you are still having issues. Don't give up if you are, this will help.

[http://kerrygalloway.com/ParisForums/index.php?t=msg&got o=104820&#msg\\_104820](http://kerrygalloway.com/ParisForums/index.php?t=msg&got o=104820&#msg_104820)

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Subject: Re: Changing Skins (XN Resource Editor issue)

Posted by [Paisley](#) on Fri, 16 Dec 2011 20:50:35 GMT

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Jim Drago[2 wrote on Fri, 16 December 2011 09:42]Thought I would touch bases with you and refer you to this thread if you are still having issues. Don't give up if you are, this will help.

[http://kerrygalloway.com/ParisForums/index.php?t=msg&got o=104820&#msg\\_104820](http://kerrygalloway.com/ParisForums/index.php?t=msg&got o=104820&#msg_104820)

That looks interesting; thanks for that Jim. I'll be back from holidays on Monday, so I'll give it a shot then.

Cheers.

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Subject: Re: Changing Skins (XN Resource Editor issue)

Posted by [Jim Drago\[2\]](#) on Sat, 17 Dec 2011 03:35:42 GMT

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You're welcome. The editor in the above link is much easier and allows the MIXER bmp to be changed...

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Subject: Re: Changing Skins (XN Resource Editor issue)

Posted by [GastroMan](#) on Thu, 29 Dec 2011 08:15:00 GMT

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Geetings!

Do the skins work for v3.0 only?

They look very cool, and seem like they'd help make things easier to spot..

I am still running v2.1 though,

when I used the XN resource editor, it didn't seem like things were "lined up" with what was expected.

Cheers!

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Subject: Re: Changing Skins (XN Resource Editor issue)

Posted by [Jim Drago\[2\]](#) on Fri, 30 Dec 2011 20:57:52 GMT

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Yes 3.0 only. 2.xx skins were different.

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