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Subject: PARIS skins

Posted by [kerryg](#) on Sat, 30 May 2009 17:07:00 GMT

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Hey all. Finally got a chance to start skinning PARIS, and I just wanted to say thanks to Mike Yanoska and Jim Drago for the obviously copious hours of work they've put in on these.

The installation process is actually much simpler than the meticulous instructions included make it look - it's really only a couple of minutes work per skin, and I've had zero problems doing my first couple. A big thanks to both you guys!

- K

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Subject: Re: PARIS skins

Posted by [Jim Drago\[2\]](#) on Sun, 31 May 2009 16:00:56 GMT

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Hope you enjoy them Kerry. If you use mine let me know of any anomalies and I will fix them. I have this mixerfaderpan done now. What do you think? Jim

#### File Attachments

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1) [test MIXERFADERPAN.bmp](#), downloaded 696 times

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Subject: Re: PARIS skins

Posted by [kerryg](#) on Sun, 31 May 2009 19:27:01 GMT

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That looks great, Jim! I love the rec lights on the black skin. No real anomalies to report - if you like, I'll go through them with a more critical eye. The work you've done already is pretty inspiring.

I've been thinking about tinkering with skinning myself, although I reckon you've put in a daunting amount of hours on yours and I'm not welcoming the "learning curve". I started collecting shots of Neve gear - including some of an old Neve Suitcase that's very much like one I used to use a lot - with the idea that they might make a nice starting point for a skin, given PARIS' analog-like response...

Pretty darned ambitious, though - we'll see if I manage to squeeze the time in.

### File Attachments

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1) [1066.jpg](#), downloaded 729 times



2) [1073\\_Rack5U\\_FrontHigh.jpg](#), downloaded 721 times



3) [1970-neve-1073.web.jpg](#), downloaded 728 times



4) [neve suitcase.jpg](#), downloaded 717 times



5) [neve\\_01.jpg](#), downloaded 719 times



6) [neve\\_02.jpg](#), downloaded 704 times



7) [suitcase detail.jpg](#), downloaded 716 times



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Subject: Re: PARIS skins  
Posted by [Yanoska](#) on Mon, 01 Jun 2009 01:31:46 GMT  
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Kerry,

Thanks for the kind words. I sent the last set I worked on to your email.

Example attached.

Take care, Mike.

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#### File Attachments

1) [MIXERFADERPAN.bmp](#), downloaded 639 times

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Subject: Re: PARIS skins  
Posted by [kerryg](#) on Mon, 01 Jun 2009 01:54:01 GMT  
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Woot, very slick looking! I'll install it and give it a try. Is that - editor screen skinning - I'm seeing as well?? Nice!

- K

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Subject: Re: PARIS skins

Posted by [kerryg](#) on Mon, 01 Jun 2009 04:17:24 GMT

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OK - skin gurus - I have a couple of (likely dumb) questions.

Looking at the skins on the Wiki -

1) the panel of original PARIS color that remains above the aux strips on most of the skins, is that a small strip that repeats upwards (I use that same idea horizontally on the forum's main page)? Or is it a real graphic? I just wondered, since it'd be a great place to put a personalized logo for one's studio etc.

2) the knobs - is it "one knob fits all", or are there different knobs for the different sections of the mixer, eg aux/eq etc? It would be great to have different colored knobs in the different sections - I really like the way it aids navigation in skins like Variation - but I haven't dug deep enough to figure that out yet.

3) we're stuck with the fonts and font colors for the displayed text, right? (but not for the text \*on\* the skin itself - or for things like the LED level meters and visual pan indicators though, right? we could theoretically do - say - plasma-style meters?)

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Subject: Re: PARIS skins

Posted by [Jim Drago\[2\]](#) on Mon, 01 Jun 2009 04:39:14 GMT

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Hi Kerry answers

1) As for the panels above the masters yes it is a repeating pattern the trouble is if that is changed in any way for some reason PARIS errors every time a project is closed, and then has to be rebooted. At last contact neither Mike or I could fix that.

2) Depends on how much time you want to spend, they can all look different if you want them to from section to section. Within the sections they all will be the same. Does that make sense?

3) Yes

It takes me about 100 hours to do a complete set. The main thing is being very careful when you do knobs and lights, they must be copied and placed exactly or they will dance when called on. Even one pixel off shows.

Call me if you want or have any ?'s

5416219277

Mike the new skin looks nice..

Kerry also remember I talked to you about doing various EXE files in different skins then you can just open which ever you feel like at the time.

Of all the ones I've done and experimented with I still like the black skin the best. No eye fatigue with it for me. Do look with a critical eye please. Jim

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Subject: Re: PARIS skins

Posted by [kerryg](#) on Mon, 01 Jun 2009 05:12:42 GMT

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Thanks for the insights, Jim - I took your advice, my PARIS folder's filling up with modded EXEs. Eventually I'll put shortcuts to my top three or four on the desktop.

Black and Brushed Aluminium are going to be in there, along with my favorites of Mike's themes (his last is a beaut too, I should be able to post it soon). Both Black and Brushed Aluminium are superbly done - you've nailed the backlit plastic look for things like the FX bypass buttons, and the aux pan buttons turn convincingly, and it all hangs together really well. My personal fave is Brushed Aluminium since I like a medium contrast workspace, but Black is very elegant too.

OK, since you asked me to put on my real critical glasses - I'm having to squint pretty hard to find any flaws; the only thing I can see at this point in Black is that the SUB ON/SUB OFF buttons aren't quite right. The similar DISC REC light beside them works great; I think it's that the text for OFF drops significantly and there's no black rim inside the highlight around the lower RH corner like there is for the DISK REC light. But that looks like a pretty quick fix. Aside from that what I'm seeing feels nicely convincing.

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Subject: Re: PARIS skins

Posted by [Jim Drago\[2\]](#) on Mon, 01 Jun 2009 05:43:10 GMT

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Thanks Kerry that's the kind of feedback I need, I never use more than one submix so didn't notice. If you look carefully SSC put a small notch on the pans. If the angle of that knob is changed that notch comes up wrong. That's why I use his knob on the pans. I could shift everything to the left but then it wouldn't be centered. I'd like to see Mikes new set. The sample looks good. Since the aluminum is brushed it is pretty easy on the eyes also. When I fix the sub problem and any others you catch do you want me to send you the repaired bmps to post. Thanks again. Talk to you soon. Jim

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Subject: Re: PARIS skins

Posted by [kerryg](#) on Mon, 01 Jun 2009 07:15:58 GMT

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Sure Jim, send them on with a note as to which set they belong to and I'll re-upload them to the Wiki.

I noticed that about SSC's knobs, the Aux pan knobs are "perspective" angled back and left, so the center of rotation of the "notch" needs to be in the center of the top of the knob, not in the spot where the notional "shaft" hits the strip. Looks fine on yours. I can't tell if the "notch" also moves elliptically.

Mike's new skin is up on the Wiki now -

[http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=Paris Skins](http://www.kerrygalloway.com/WikiPARIS/wikka.php?wakka=Paris%20Skins)

What graphics programs do you guys work in? Are you using GIMP by any chance?

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Subject: Re: PARIS skins

Posted by [Jim Drago\[2\]](#) on Mon, 01 Jun 2009 14:11:11 GMT

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That is correct on SSC's pan and aux knobs. I would love to change them but to do so would move them way off center because as you said you have to put them under the rotational center of the notch. When I get the corrections done that you noticed I will send the corrected file to you. I need to talk to you about a computer recommendation, can I call you some evening? I use PS CS2

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Subject: Re: PARIS skins

Posted by [Yanoska](#) on Tue, 02 Jun 2009 03:30:58 GMT

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Jim,

I meant to tell you that I really like your "aluminum" set.

Nice work!

Mike.

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Subject: Re: PARIS skins

Posted by [kerryg](#) on Tue, 02 Jun 2009 04:09:33 GMT

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Jim, I PM'd you my phone number, I'm in tonight 'til midnight PST.

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Subject: Re: PARIS skins  
Posted by [kerryg](#) on Tue, 02 Jun 2009 04:42:48 GMT  
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Hey Mike - what's the story on this skin? I've looked around and I can't find the BMPs for it - are they part of another pack?

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Subject: Re: PARIS skins  
Posted by [Yanoska](#) on Wed, 03 Jun 2009 01:09:53 GMT  
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Kerry,

I'll send the entire set tonight.

Mike.

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Subject: Re: PARIS skins  
Posted by [kerryg](#) on Wed, 03 Jun 2009 04:48:21 GMT  
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I got it, Mike, that's an awesome skin! I posted it on the Wiki and installed it myself, it's in my top faves.

Mike, Jim - these are great skins with enormous amounts of love and attention to detail put into them - you ought to \*sign\* them. A great place for the skin name and author would be in the Project Window, right in the strip where it says "SUBMIX DISPLAY CONTROLS (I think by now we can all figure out what that section is without the title ). That way it'll be the first thing a user sees after bootup; you guys really ought to do it when you have a chance!

- K

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Subject: Re: PARIS skins  
Posted by [Jim Drago\[2\]](#) on Thu, 04 Jun 2009 06:24:56 GMT  
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Hi Mike Thanks I just noticed your post tonight, I appreciate it. Your skins are looking really nice

also. Take care. Jim

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Subject: Re: PARIS skins

Posted by [Stephen Stecyk](#) on Thu, 04 Jun 2009 12:54:18 GMT

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Hey Guys,

I just want to tip my hat to all who took the time to create the skins - it honestly take a lot of effort to make things look "right" (plus it really helps when you know what you're doing ).

Anyway, I had the same idea (make PARIS look like a Neve console) at the time when it was discovered that you could do this to PARIS. I thought I'd start with what I thought was the easiest place - the ADAT interface. I can't remember if I posted it to the group, but this is how far I got.

I thought I'd move on the the main mixer, but I couldn't get the buttons to look quite right, and the fonts were a pain in the ass to track down, so I gave up/moved on to things that I actually should have been doing at the time.

Needless to say, I can really appreciate what those of you have done, and I am very vey grateful.

Stephen Stecyk

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#### File Attachments

1) [ADAT.bmp](#), downloaded 470 times

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Subject: Re: PARIS skins

Posted by [kerryg](#) on Thu, 04 Jun 2009 17:03:37 GMT

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Hey, great minds think alike! The Neve skin idea struck me as a great match for PARIS' "analog-like" characteristics (even though I never heard them as specifically "Neve-like") . Maybe we should stick our heads together and finish this one - I have a feeling this would be of interest to others too.

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Subject: Re: PARIS skins

Posted by [John Houston](#) on Thu, 04 Jun 2009 23:33:05 GMT

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I believe your right, that looks AWESOME!

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Subject: Re: PARIS skins

Posted by [Yanoska](#) on Tue, 09 Jun 2009 04:05:54 GMT

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Took a quick try at a "NEVE"-like skin. Pretty difficult given the restriction of the Paris bitmaps, but this is a cross between the NEVE 8014 and the 8036.

Take care guys, Mike.

#### File Attachments

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1) [NEVE look.jpg](#), downloaded 186 times

PARIS: [Who'll Stop The Rain]

File Settings Windows Default To

Tempo Setting: 120.00  
Time Signature: 4 4  
Sample Rate: 44.1 KHz  
Sync Source: Internal  
SMPTE Frame Rate: 29.97/30 Non Drop  
SMPTE Offset: 00:00:00:0.0  
Audition Pre-roll: :00  
Audition Post-roll: :00  
SMPTE Lock Pre-roll: :01  
Input Monitor: Rehearse  
Record Resolution: 16 bits  
Control Surface Mode: Auto Nulling

|            | SUBMIX |    |    |    | DISPLAY |   |   |   | CONTROLS |    |    |    |    |    |
|------------|--------|----|----|----|---------|---|---|---|----------|----|----|----|----|----|
| SUBMIX     | 1      | 2  | 3  | 4  | 5       | 6 | 7 | 8 | 9        | 10 | 11 | 12 | 13 | 14 |
| EDITOR     | E      | E  | E  | E  |         |   |   |   |          |    |    |    |    |    |
| MIKER      | M      | M  | M  | M  |         |   |   |   |          |    |    |    |    |    |
| MINI MRR   | m      | m  | m  | m  |         |   |   |   |          |    |    |    |    |    |
| AUTO EDIT  | A      | A  | A  | A  |         |   |   |   |          |    |    |    |    |    |
| CONTROL 16 | CS     | CS | CS | CS |         |   |   |   |          |    |    |    |    |    |

Channel strip controls for submixes 1 through 9. Each strip includes:

- Frequency knob (Hz): 6284, 6284, 10290, 10290, 10290, 10290, 10290, 10290, 10290
- Gain knob (dB): -6.8, -6.8, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0
- Bandwidth knob (Bw)
- EQ ON/OFF toggle
- TRIM knob
- EQ curve display (OPEN)
- Phase knob (L 80, R 100, C, L 100, R 100, L 70, R 70, L 70, R 70, L 100)
- SOLO and MUTE buttons (S, M)
- Volume fader (0 to 35)

Main mixer console interface showing multiple channels with:

- BYPASS buttons
- AUX 1 and AUX 2 send controls (ON/OFF)
- Channel name (e.g., 1 PARIS 1, PARIS 2)
- POST PAN controls
- TRIM knobs (e.g., -16, -20)
- EQ 1 controls (OFF)
- SOLO and MUTE buttons
- Volume faders

Subject: Re: PARIS skins

Posted by [kerryg](#) on Tue, 09 Jun 2009 04:21:02 GMT

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Mike - that's freakin' AWESOME! Brushed-steel tops on the knobs too? Mega-analog-retro - I love it!! Too cool! Looking forward to this one bigtime.

- K

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Subject: Re: PARIS skins

Posted by [Jim Drago\[2\]](#) on Tue, 09 Jun 2009 16:17:46 GMT

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That looks very good Mike. Those potentiometers bring back memories from the first days of skinning way back when. Take care. Jim

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