

JetAudio 5 Skin Make Manual

This manual has been prepared for your convenience to make your own jetAudio's skin.

* Since this manual has been prepared based on the sources used by the manufacturer it may not be easy to understand the contents if you are trying for the first time.

Contents

1. The order of making jetAudio Skin
2. JSC File Structure.
3. Making JSC File
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5. Making JSK File
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1. The order in making jetAudio's Skin

The order in making the skin is as follows.

1. Making skin image
2. Making JSC file
3. Making JSC file by using jetAudio Skin Maker Program
4. Application of Skin / TEST
5. Modification of Skin image /JSC /TEST

2. JSC File Structure

JSC file structure could be explained by referring to one of the attached files "Default.jsc".

- **Comments Parts**

This section stipulates show a general information regarding skin and is located between "<!--and -->" in the beginning part of Default.jsc file. This section defines the value of skin's each section respectively.

- *Gadget Type constants*

The parts which are responsible for operation of jetAudio (Action incurring Gadgets) and other Non-Action-Incurring parts on a skin are called the Gadgets. For example, Bitmap Button, Text Slid Bar, and Volume are some of the action incurring gadgets. The table 2-1 below defines the value of each gadget.

Type Name	Value	Comment
Bitmap Button	1	
Bitmap Static	2	Just for display
Text	10	
Text Static	11	Just for display
Slider Horz	31	
Slider Vert	32	

[Table 2-1 Definition of Gadget Value]

- *Gadget Flag constants*

Gadget Flag constants stipulate the gadget features and the changes according to mouse pointer's movement

Type Name	Value	Comment
Region	0x0001	Gadget's boundary is defined by bitmap if bitmap has transparent color (Transparent color is RGB(255,0,255))
Pull down	0x0002	Display small arrow on right
Spin	0x0004	Currently Not used
Link Cursor	0x0008	Change cursor to "Hand"
Protect Reposition	0x0010	
Repeat	0x0020	For repeat button

[Table 2-2 Definition of Gadget flag Variable]

- *Alignment constants* : Alignment constant value for each Gadget and other parts

Type Name	Value	Comment
Left Align	0x00	Align at Left
Center Align	0x01	Center Align
Right Align	0x02	Align at right
Align Top	0x00	Align at top
Align Center	0x10	Align in middle
Align Bottom	0x20	Align at bottom

[Table 2-3 Definition of Align Constants]

- *Description for String*: Explanation of each string appearing on JSC file.

Type Name	Comment
"#0:255:0"	# is for color value (RGB)
"H20"	H is for hexadecimal value
"B0001"	B is for binary value

[Table 2-4 Definition of Strings in JSC File]

- *Multi-language enabled keywords*: Enumeration of the variables to support multi-languages.

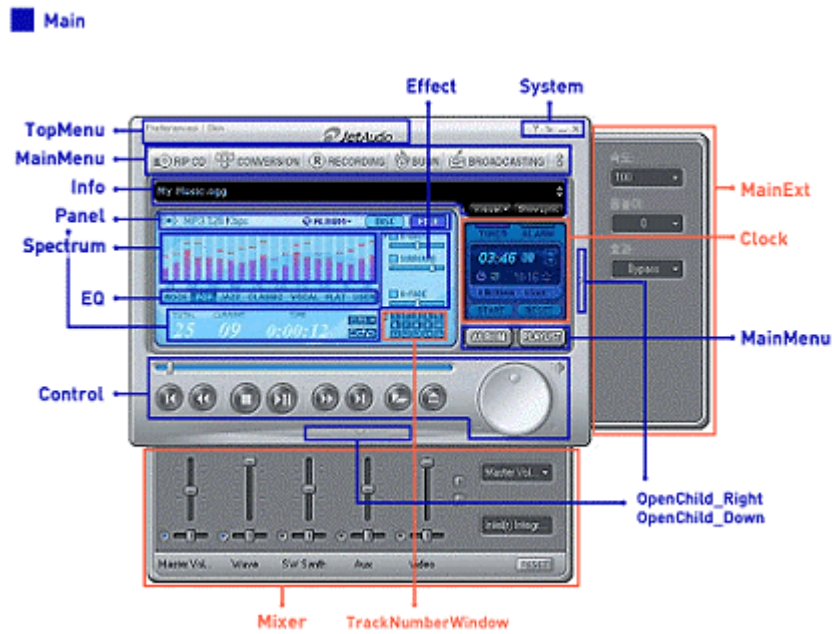
Some of the keywords you could find in the JSC file.

Writer, Name, AdWindow_URL, Default, Font, Text

- *Position* : The location of the gadget and other parts are indicated by their values on X and Y axis of a coordinate system.

0:Center, 1:Top, 2:Right, 3:Bottom, 4:Left

- **Sections of Skin**



[Figure2-1. jetAudio's SKIN Section – Main Component]



[Figure 2-2 jetAudio SKIN Section – sub-window]

The Skin section in JSC file defines the actual skin in jetAudio. This Skin is being divided into sub-sections and these sub-sections are in charge of operation of jetAudio.

- **Skin Description:** The summary of the current skin.
 The preference values of this particular section will be indicated on jetAudio's Preference Window for Skin.
- **Main:** Preference for jetAudio's outer space. This section is divided into sub- sections as follows.
 - System: The Menu related to Systems (Close, Minimize, Tray ...)
 - Top Menu : Logo, Preference, Skin menu
 - Control : Control button of jetAudio
 - Main Menu : jetAudio's main menu (Rip-CD, Conversion, Recording ...)
 - Open Child Right : Control button of right sliding window
 - Open Child Down: Control button of bottom sliding window(mixer window)
 - Info: Information window (Song Title, Edit Tag *, Show Lyric ,etc)
 - Panel : Panel (Title Number, Chapter Number, Track Time ...)
 - Effect : Sound Effect (Wide, Reverb, X-fade ...)
 - EQ : Equalizer (EQ_Back, EQ_Mode)
- **Clock :** Preference for time (Timer, Alarm ...)
- **Preference for child window(s):**
 Sliding Window, Floating Window, Mixer, MainExt, Play list, Lyric Viewer, Info Viewer
- **Preference for Video window(s):**
 Video Viewer, Video Viewer Ext, Video Viewer FS
- **Others** (related to panel) :
 Track Number Window

3. Making JSC file

Complete the contents of the pre-defined JSC file to make a skin. It is not necessary to start from a scratch; you may just need to modify the attached Default.jsc.

For example, let's take a look at the Play section and Volume section mentioned in "2.JSC File Structure".

- **Example: Play button**

```
<Play
  Type = 1           : This is Button Because Type Number is 1
  ID   = 5202       : Identification Number of each Gadget
  PosX = 150        : Gadget Position on horizontal axis
  PosY = 294        : Gadget Position on vertical axis
  Bitmap0_Normal = "default\main\control\play_normal.bmp" :Default Image value
  Bitmap0_Pressed = "default\main\control\play_press.bmp" :Image for mouse
push state
  Bitmap0_Hovered = "default\main\control\play_hover.bmp" :Image for mouse Up
state
  Bitmap0_Disabled = "default\main\control\play_disable.bmp" :Image for disabled
  >           : Section End
</Play>
```

[Table3-1 Play part Example in JSC File's]

Make out the image of No Motion and apply this to JSC file then make an input on the above Table----. The total number of image is four and these images are directly related to the operation of mouse.

- * No Motion: Normal
- * When button is being pressed: Press
- * When mouse pointer is on a gadget: Hover
- * When gadget is disabled: Disable

There will not be any problem if you just implement Normal and Disable for the operation of mouse. For PosX and PosY, please provide the appropriate coordinate values respectively.

(Note) This coordinate system is based on the coordinate system of standard

window.

- **Example: Volume**

The volume can be illustrated in two ways as you can see below: the circular or the linear shape.



[Figure 3-1 Example of volumes]

- if you want a linear shaped gadget for Volume control like #2 above, then you need to modify the sources related to Volume control as below.

```
<Volume
  Type = 31                      // Gadget Type → Silder Horz
  Flag = "H08"                   // Gedget Flag → LinkCursor
  ID = 5230
  PosX = 217
  PosY = 131
  Bitmap_Background = "default\main\volume\background.bmp"
  Bitmap0_Normal = "default\main\volume\indicator_normal.bmp"
  Bitmap0_Hovered = "default\main\volume\indicator_hover.bmp"
  Bitmap0_Pressed = "default\main\volume\indicator_press.bmp"
  >
</Volume>
```

[Table 3-2. Example of horizontal volume implementation]

4. Making Skin Image

*** From jetAudio 5.0 version, you can make a skin without any restriction on the size of image or on the form.**

- A. By using a graphic program such as Adobe photoshop or paintshop pro, an entire skin image of jetAudio can be made.

(Note) The image making method is not stipulated in this manual because it is beyond the purpose of this particular manual

- B. The file type for storage of image should be bmp file format and the screen resolution should be 72dpi.



If you want to have transparency around the circular shape, fill up that outer space with the pink color (R:255 G:0 B:255) as you can see it on the left.

- C. The image could be classified into two categories: the Button is for Action-Incurring and the Static is for Non-Action-Incurring.

In general, there are four actions per Button (Normal, Hover, Press, Disable); therefore, an appropriate image should be made and stored for each action respectively.

(Ex) In case of Play and Pause Button on the attached Skin _Default\default\main\control, you can see four different images for each particular button.

(play_normal.bmp / play_hover.bmp / play_press.bmp /
play_disable.bmp)

(Note) You don't always need to create four images per button as mentioned above. It will not affect the operation even if you create just one action (Normal) per button.

Depending on the features of each button, the action(s) can be added or eliminated ; therefore, the above example may not be applicable in some cases.

- D. The storage folder for image can be divided into main / mainext / mixer / subwindow / floatingwindow / videofullscreen / videoextwindow based on the jetAudio's features. Refer to attached Image Folder (Skin_Default \default) for a detailed explanation.

E. Make a pre-view image so that the completed skin can be viewed from the jetAudio's skin menu. (refer to preview.bmp in Skin_Default\default)

- File name : preview.bmp

- Size: width 160 pixel, length 114 pixel

G. Once the tailoring of each image according to its respective feature has been completed, you need to locate the position of each image on the overall component of jetAudio. In order to do this you need to define the coordinate values for X and Y.

*** Coordinate values for the image are necessary at the time of making JSC file.**

Tip: It is convenient to use Adobe PhotoShop Program's <Info Window> to find out coordinate values for the images.

5. Making JSK file

As stated previously, to make a file you need to complete the image and store it in the appropriate folder. Then by compiling JSC file, you can finalize the JSK file. '**jetAudio Skin Maker (makejsk.exe)**' can be used as a compile tool and this (makejsk.exe) is located at jetAudio's Skin folder (C:\Program Files\JetAudio\Skin).

The output file has JSC as a file name with an extension JSK.



[Figure 5-1. jetAudio Skin Maker]

- **Input & Output**

- Input file name : designate .jsc file (refer to #2)
- Output file name : designate .jsk (.jcsk for jetCast) file for storage
- Create .jsk for jetCast or jetChat : Check this box at time of making jetCast or jetChat skin file.

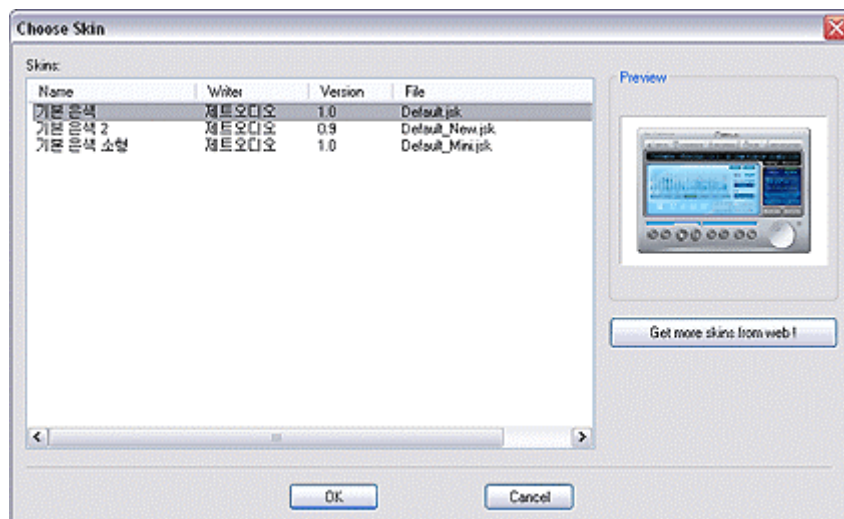
- **Action**

- When <Create> button is pressed .jskfile will be generated.
- When<Run jetAudio with this skin>button is pressed the modified version of the skin can be viewed.

(Note) The modified skin can be viewed by double clicking jsk file (or .jcsk) or by selecting .jsk file and press right mouse button then select <jetAudio Skin Modification (c)> menu.

However, if .jsk (or .jcsk file) is not in jetAudio's Skin folder, the skin

will not be added to the skin menu which appears on the top of jetAudio.



[Figure 5-2. Skin Window]

6. Sending a completed skin

Once you have completed your own skin, send the skin along with the information below to jetskin@jetaudio.com to share it with other users.

1. Title of the skin
2. Succinct introduction of the maker
3. Name of the maker
4. E-mail address
5. Home page of the maker
6. Category (will be classified in the near future)

(Note) .jsk file must be compressed by 'Zip file'.

Your skin will go through a simple screening and if it is selected the skin will be posted on the jetAudio's web site (www.jetaudio.com/products/jetaudio/skins) to be shared with other users of jetAudio.